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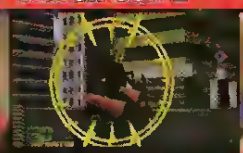
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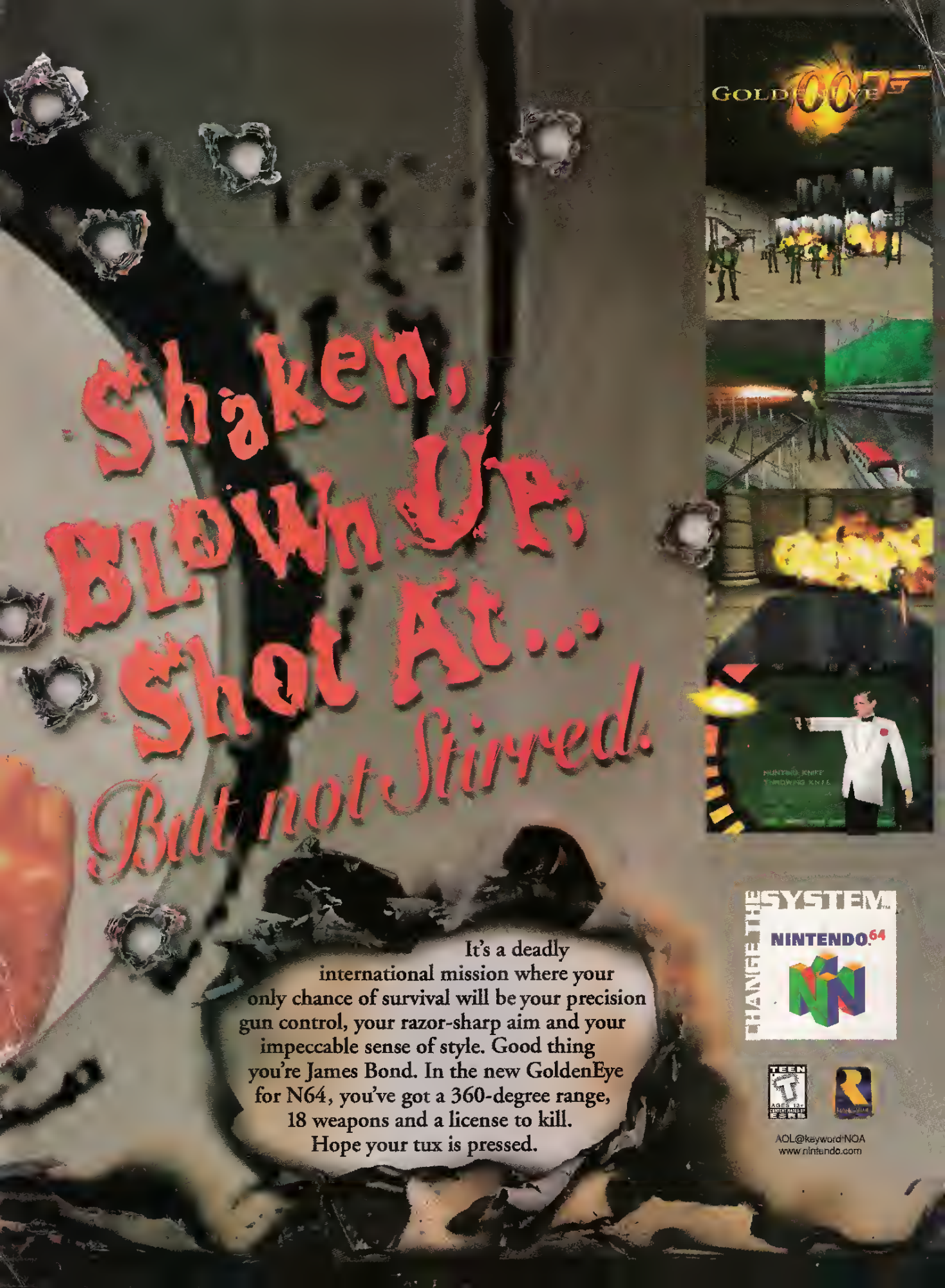
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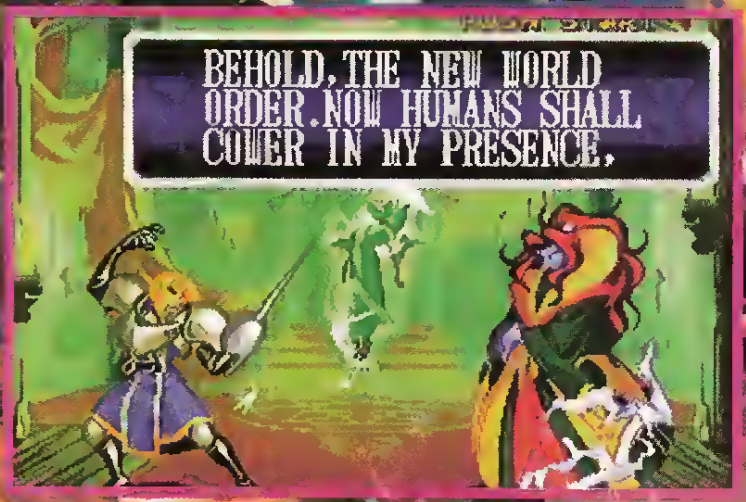


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STAFF SECRETS



Pepsi-loving Editor in Chief **Chris Bienlek** made a New Year's resolution to give up chocolate; now he's been wondering if he broke that resolution by racing on the Choco Mountain course in *Mario Kart 64*. He's not too happy with this month's picture of himself; he says he looks like a "creepo".



Executive Editor **Wataru Maruyama** is glad that the Saturn did well this past Christmas. Wat wants the Saturn to stick around for at least another two to three years, hopefully with some kind of 3-D booster cartridge that would aiding in the arcade-to-home conversion of newer games like *Virtua Fighter 3*.



Art Director **Ione Flores** has been trying to master the art of moving her ears, eyes, nose and eyebrows at the same time. People who pass by her desk are often freaked out to see her contorting her face in this way while she works.



Wandering spirit **Nikos Constant** has started to trace his many reincarnations on this earth and other planes. He believes that he's been a pirate, an Incan and a giraffe at some point. Nikos makes a hobby of pointing out really obvious things that other people have trouble putting their fingers on.



Betty Hallock just can't believe how many letters she still gets. She wants to wish everyone a Happy Valentine's Day and encourages all of you to seek out socks that look like gloves with finger-pockets to keep your toes warm and snug.



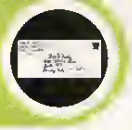
Tyrone Rodriguez has been talking non-stop about *Street Fighter III*. He likes *Street Fighter EX*, *X-Men vs. Street Fighter* and *Darkstalkers 3*, but he is most excited by the highly-anticipated *SFIII* and the mysteries it holds.



When he's not listening to Tommy Tallarico's new CD or *Jerky Boys 3*, **Jim Loftus** has been trying to forget about *Virtua Cop 2*, which he reckons he played through in its entirety over 200 times while working on this month's Saturn strategy. "I see those fruity little gunsights in my sleep!" he moans.



Deborah Lockhart digs dancing deliriously to Copacabana with her Comedy-Sportz cohorts. "Anything for the fans," she says. Unfortunately, she recently bought a really nice car and her car payments are taking up all of her spending money.



Got a cool cheat, burning question or special message for the *T&T* staff? Send your tips, tricks, queries and comments to:

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We can't respond to every letter personally, but we do read them all and we enjoy hearing from you—even if you're a weirdo.

I WANT REAL FIGHTERS

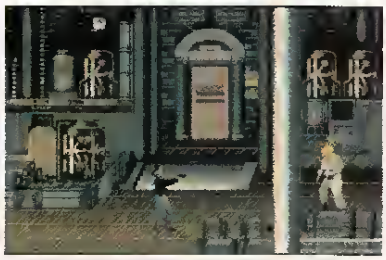
Hi, how are you guys? Just joking, I know how much you guys hate that. I just wanted to tell you guys how much I enjoy reading your cheat codes. They help me rip out some major playing on my PlayStation. Well, I think it would be cool if someone came up with a fighting game with real-life fighters like Steven Seagal, Jean-Claude Van Damme and Jackie Chan, just to name a few. I would also like to see something on the market with a little more variety. Thanks for taking the time to read my letter and keep cracking out those codes.

—Jerry LaFeir
Detroit, MI

*The "guys" are fine, Jerry, thanks for asking...but Ione, Betty and Deborah are a little peeved that you didn't ask how **they** were doing.*

It's funny that you should ask about those three action heroes, since they've already appeared in games—sort of. Not too many people know this, but back in the spring of 1992 Midway tried to get Van Damme to star in the company's first digitized one-on-one fighting game. Those plans fell through, so they hired a local group of martial artists instead. (You may have heard of that game, it was called Mortal Kombat.*) A few years passed and Van Damme went on to play Guile in the* Street Fighter *movie; after that, he was filmed and digitized for the* Street Fighter: The Movie *arcade game. A stripped-down conversion was released for the Saturn and PlayStation, but TIPS & TRICKS fans should seek out the coin-op original, since it was packed with tons of secret characters and cheats.*





In 1993, a company called TecMagik signed Steven Seagal to be the star of The Final Option, *a digitized fighting game for the 16-bit market. Unfortunately, it was a side-scrolling* Final Fight*-type of game and Seagal was not even present when the actors were filmed to create the game's animation—his body double performed the moves instead. Early versions of* The Final Option *were demonstrated to the press, but the game was never released.*



Finally, if your local arcade carries obscure coin-op machines, you may have seen The Kung-Fu Master Jackie Chan, *a digitized one-on-one fighting game from Kaneko. This game was distributed in very limited quantities in the U.S.; we've heard rumors that no more than 20 boards were circulated in this country, though it was probably more readily available overseas. Very few American gamers have actually played it. A Kaneko representative told us last year that PlayStation and Saturn versions of the game were in development—and a revised version of the coin-op made its way into a select few arcades—but that's the last we've heard.*

If you're into side-scrolling action, you may want to dig up Jackie Chan's Action Kung Fu, *a platform game for the NES and TurboGrafx-16; there's also* TimeCop *for the Super NES, based on the Van Damme flick. Otherwise, how about* K-1, *the focus of this issue's strategy guide? These world-class kickboxers are more "real-life" than the movie stars you mentioned.*



Jackie Chan recently visited the offices of Japan's weekly *Famitsu* magazine. He's seen here playing *Virtua Fighter 3* against nationally-ranked *VF* champ Bun Bun Maru—and Jackie's winning!

TOKEN OF THE MONTH



This month's token comes from Union Station In Indianapolis, Indiana. It was sent in by Chris Gullion, a *TIPS & TRICKS* reader from Hagerstown, Indiana. Thanks, Chris!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in our strategy guides for one issue. Tape the token between two pieces of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
TIPS & TRICKS Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

RIPPING IT UP

I've been wondering about the covers and pages of your code books. Not to be rude or anything; you have great codes! But the durability of the cover and pages aren't that great. When I'm looking for codes in a hurry, it's hard to go through the book without ripping anything. I just thought I should let you know.

—Jonathan Beldon
Three Rivers, MI

Thanks for your comments, Jonathan; you're not being rude at all. With the December issue, we switched to a thicker, coated cover that should give you a little more protection. However, we do wonder why you're in such a hurry to find codes that you're shredding the magazine to bits. Isn't that why games have a "pause" feature?

PORTABLE POWER

I'm writing to you because a few questions are bugging me and I'm dying to get them out of my head. First, will you make one magazine every so often that has nothing but the following sections: *Power Up!, Readers' Tips, T&T Select Games, XBand Top 5 Gamers, Game Genie/Shark, Letter from Betty* and every system's game tips you have, even systems you don't show anymore? Also, I found an old EGM magazine—I don't know how I got it, 'cause I don't like EGM that much—that printed a letter asking EGM to make an all-portable gaming system magazine. I wanted to ask: Will you guys make that magazine and overthrow EGM even more?

—Jason "Codemaster"Salas
Rio Rancho, NM

Uhhh.. so what you're saying is that you'd like the magazine better if it had no strategy guides in it? Wouldn't that be kind of boring?

An all-portable game system magazine would have been a cool idea a few years ago, but interest in portable systems has been minimal during the past year or so. The Lynx is dead, the Game Gear is dying, new Game Boy games are few and far between—and there's only so much you can say about the Nomad. Plus, there's the fact that we're so busy bustin' codes 24-7 that we don't have enough time to even think about another magazine right now. We do love our Game Boy Pockets, though.

PSYCHO KOMBAT

Enclosed are codes to get a random select feature and Ultimate Kombat Kode screen in the Nintendo 64 version of *Mortal Kombat Trilogy*. If you want more codes to play as bosses, Human Smoke and Khameleon, publish these codes or send me a Sony PlayStation with *Mortal Kombat Trilogy* ..or I will sic Tyler on you.

—Michael Sims
Oakland, CA
And my secret weapon, Tyler Miller
(Tyler's a psycho.)

N ..N...Nice Tyler...that's a good boy. N...No, Tyler, down! Down, boy! Bad Tyler! Bad...YEEEAAARGGGHH!

THE NAME GAME

I'm a happy subscriber to your magazine and not so happy with the other two subscriptions I have. Personally, I think your magazine is the best out there—and there are a lot out there, trust me! But one thing I don't understand is that in your *Wave Race 64* strategy, the names of the courses are different from the ones in the game. Why is that?

—Mike Samson
Chicago, IL

Good question, Mike. In order to make sure that the information in the magazine is as timely as possible, we occasionally use other versions of certain games to prepare strategy guides. Our Wave Race 64 *strategy used the Japanese version of the game; when it was released in the U.S., the names of some of the courses were changed. We do try to anticipate these changes—for example, some of this month's* Mario Kart 64 *strategy was prepared using the Japanese version of the game, which was released in December. In Japan, the little mushroom guy and the dragon boss are identified as "Kinopio" and "Koopa"—but we're pretty sure that their names will have been changed to "Toad" and "Bowser" for the U.S version.*

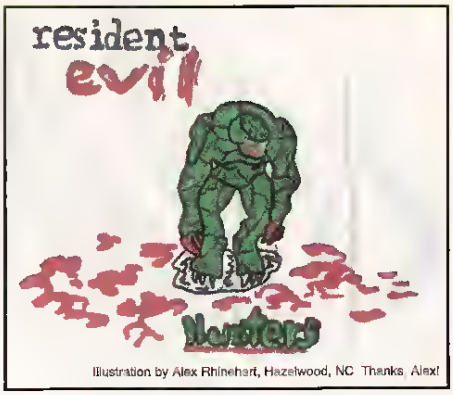
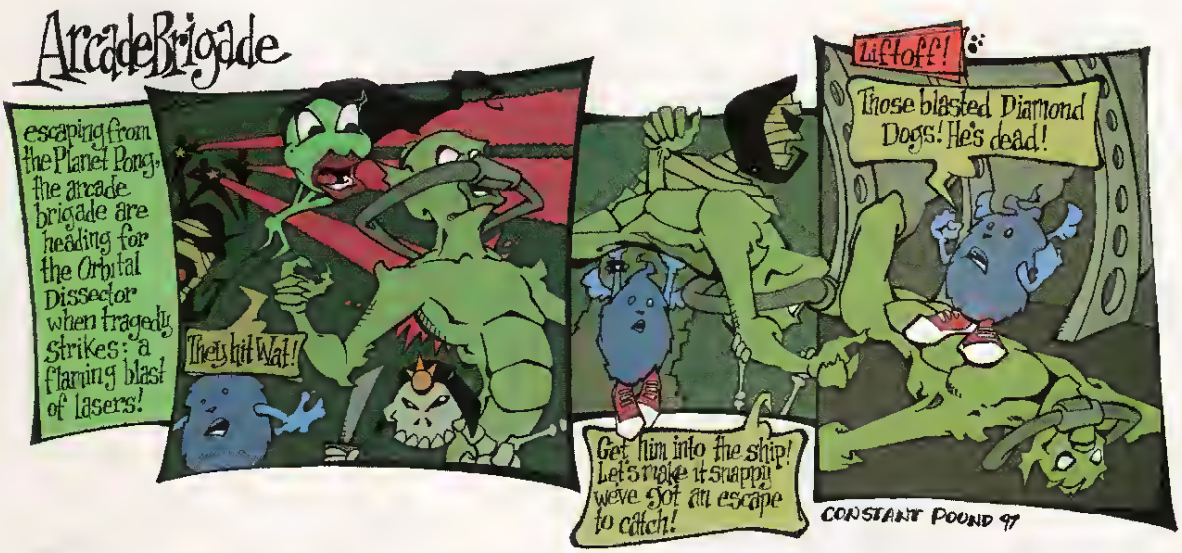


Illustration by Alex Rhinehart, Hazelwood, NC. Thanks, Alex!





By Jim Loftus

Let's Go!

The original *Virtua Cop* conversion for the Saturn was an incredible technical achievement, but *this* one...all I can say is that if you loved the first game, it's time to bust out the light gun and strap yourself in; *Virtua Cop 2* delivers in a very big way. Not only does the sequel contain more on-screen enemies, it's also faster, more varied, and better-*looking* than its predecessor. So after blasting pretty much everything in this game to kingdom come—and forgetting what my family looks like—what's left for a gamer like myself to do? Why, expose it, of course!





In Control: Pads and Guns

Since having the right control is pretty much a matter of life or death in this game, I've compiled a list of control pads and guns and rated each based on its "*VC2* Destruction Potential". The percentages are based on three factors: Feel, accuracy, and features.



Standard Control Pad - Sega
VC2 Destruction Potential: 55%

Even with the aid of a sight speed-up button and auto-reload option, this controller is simply no match for the competition listed below. If this is your only method of control with *VC2*, it's time to go buy a gun.



3D Control Pad - Sega
VC2 Destruction Potential: 75%

Gets higher marks than the standard pad because of the analog control option. Oversteer makes it a little tough to get used to, but once you get the hang of it, it's as good as you're gonna get from a control pad.



Fazer Light Gun - Mad Catz
VC2 Destruction Potential: 90%

At under thirty bucks, it's the lowest-priced light gun for the Saturn. That's good. Unfortunately, after approximately two hours of use, the trigger snapped—rendering me completely defenseless, not to mention quite depressed. That's bad.



Stunner Light Gun - Sega
VC2 Destruction Potential: 90%

If you've got a Stunner, you're in business; it's a very solid gun (trust me, I'm tough on light guns) and it calibrates nicely.



Virtual Gun - Nuby
VC2 Destruction Potential: 100%

Eee-YOWZA! For sheer polygon slaughter, nothing on the market can touch the Virtual Gun from Nuby. This baby has adjustable speed auto-fire (for a blinding hail of gunfire), auto-reload and nifty flashing LEDs on each side (which, I might add, makes you look even *more* bad-ass in front of your friends.)

Weapon Selection

If you're a tough guy who refuses to take advantage of the game's weapon select feature, that's fine; I can respect that. But if you're like me and want access to all types of fire power, activate this feature in the options area. I found that while the rifle is probably the fastest weapon, it does run out (even with auto reload). And, as you've probably already learned, the machine gun is ironically not very quick at all. Me, I ended up staying with the shotgun; it probably isn't any faster than the other guns, but it sure *sounds* the coolest!



Gun Looseness

If you want maximum body count with minimal effort, crank up the Gun Looseness level in the options area to 30. This widens the scope of impact and helps even sloppy shooters hit their mark.

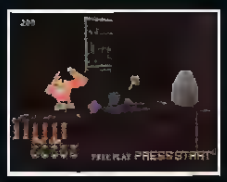
Other Tidbits

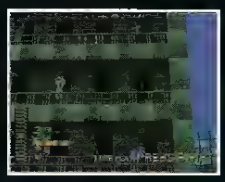
To avoid repetition, I've constructed this walkthrough by pointing out the real trouble spots. Hostage situations, for example, are especially dangerous. In addition, I have indicated which of the two alternate paths is the shortest and/or easiest. Of course, since *TIPS & TRICKS* is the greatest video game tips mag the world has ever seen, I've got some secret stuff for you, too. Last, but not least, photos of the game's cool ending cinema are thrown in to increase your gaming entertainment value. Above and beyond all else, remember to let loose and have some fun. It's not everyday you get to play cops and robbers like *this*!

Saturn strategy
Saturn strategy
Saturn strategy

File 1. Big Chase!

Wanna get a jump on the bad guys? Blast the tires on the truck parked out in front of Maxim's (more on this in a second.) Proceed to fill the street punks full of lead and creep into the Jewelry store. Keep a steady hand as you approach the left-hand counter, because the girl in the pink top is relatively easy to hit by accident. Finish off the remaining crooks inside the store and hop into your squad car, because the real fun is about to begin. Remember the truck you shot up earlier? Well, as it pulls out in front of you, you'll notice that right off the bat, the vehicle is already wobbling out of control! Proceed to blast away at the already-damaged back tires, and they're history. Watch out for brain-damaged pedestrians at the first turn, they step right out in front of your car! (Apparently, they're too stupid to realize crime has been out of control in Virtua City for nearly three years.) Now prepare for what is quite possibly the toughest shot in the level. Immediately after the first big hill, a speeding getaway car will cross the intersection. The driver of that car is an innocent civilian. (What a dope—he's hanging out of the window!) In the rear seat of that same car is a criminal. Get trigger-happy here and you'll hit the hostage for sure. After the roadblock, you'll face an apartment building loaded with a whole slew of Virtua City residents, begging for their poor little polygon lives. It's best to be systematic at this point; plug each member of EVL while avoiding innocents. Now you're ready to choose your first path!

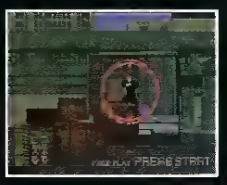



Path 1: Downtown

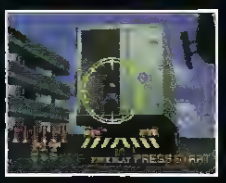
There's a whole heapin' helpin' load of action, now! For starters, toast the fleet of getaway cars by aiming for the tires. Very quickly, motorcycle goons will enter the scene but, unlike the cars, they're relatively easy to nail. As a matter of fact, step right up and have some fun because after the initial hit, you can actually *juggle* the bike parts in the air by continuously pummeling them with lead! Whee! Once the last bike is eliminated, get ready to overcome what is probably the toughest obstacle in Downtown. The Barrel Truck. Speeding ahead of you, its rear doors swing open and several large toxic barrels roll out—leaving you no choice but to open fire as fast and furious as possible. Next stop. The Warehouse District!





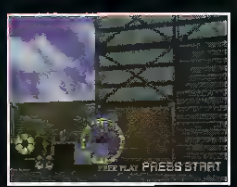
Path 2: Seaside Drive

This path is the preferred shortcut. As the helicopter hovers overhead, concentrate on sending about a half-dozen or so vehicles to the scrapyard. A semi truck veers in your path, and although you can't destroy the vehicle itself, you can off some EVL goons riding on the top and in the back of the big rig. When you see the huge dump truck barrel down on you, don't worry, you slip past easily without a scratch! Head for the Warehouse District.


Warehouse District

Once you come to a stop, you'll be confronted by a terrorist who apparently enjoys standing in stinky dumpsters. You can either go the traditional route and plug him—but good—or, strangely enough, shoot the dumpster at the base. This causes the lid to fall and knock out funny-boy. From here, you'll encounter the standard assortment of EVL goons and thugs, until you get to the first boss, Bull.





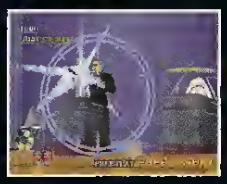
Boss: Bull

Don't take any crap from Bull. ("Oh, dat guy's fun-ny!") He talks the talk, but he sure don't walk the walk. In other words, he's a wuss. Concentrate on shooting straight at him—and his rockets—until he lifts up a barrel or crate. Then, zero in on the thrown item and fire quickly to blast it before it can hit you. When Bull's energy meter is nearly drained, he gets a little desperate. He picks up a... um. ...well, he picks up a *van*, for cripes sake! As the van tumbles toward you, blast it like there's no tomorrow! After that, one final hit is all it takes to knock Bull's evil heinie off the platform.

File 2. Save the Mayor!

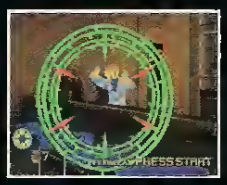
The bad guys' firing speed begins to increase here. Open fire and nail the three guys in the helicopter overhead. Enter the main building, take care of business and move upstairs. Although blasting at the overhead monitors won't reveal any surprises, there is a magnum pack hidden behind the first counter-top monitor, so grab it. Go up the second flight of stairs and eliminate the soldiers near the elevator. After jumping onto the ship, you'll continue upward to the banquet hall. Watch it here, because if you're sloppy, you'll hit the chef. After destroying most of Kathy Lee's cruise ship stage show equipment—and after killing what seems to be a hundred-and-one goons—it's time to select your next path...




Path 1: One Deck

Turning left, you'll head through a hallway loaded to the hilt with criminals. Send 'em to the morgue. Heading into the second room on the left—the bar—continue pummeling away from the right side of the lounge to the left, then back again. Take care, though, a most difficult shot is required to avoid hitting the civilian behind the bar counter. The mess hall is next. Blow off some steam between kills by obliterating canned food, fresh fruits and vegetables! Exiting out of the kitchen, you'll breeze through the adjacent room. Head out to the pool area, but be quick to nail the grenade guy. Swing out onto the lower deck and blast the ever-lovin' daylights out of the soldier battalion. (The Virtual Gun's speed control feature works great in situations like these.) Time for Boss number two!

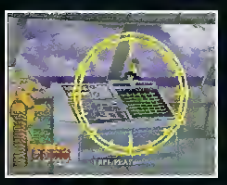




Path 2: Bridge

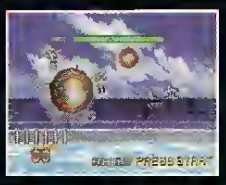
The shorter of the two paths, this route has you going on a room-to-room search for—yup, you guessed it—more EVIL. The hostage situation in the third cabin is solved with a well-placed shot into the creep's head. Making your way across the gallery and through the double doors, you'll enter the ship's control room. Thugs pop out of air ducts, so stay frosty. When the elevator doors open, hold your fire or pop the innocent couple who step out. Ride the elevator to the bridge but do not immediately open fire when the doors open, or you'll hit yet another poor sap! Lastly, there's a shotgun behind the overhead monitor on the right. Now, let's kick some boss butt, shall we?





Boss: Aero-Divers

These guys use jet-packs to hover over the water and fire rockets. They're significantly more difficult to get rid of than Bull from File 1. It takes multiple shots to do away with each of the five Aero-Divers. As long as you concentrate on intercepting rockets, you'll clip Divers in the process, and eventually they'll drop one-by-one.



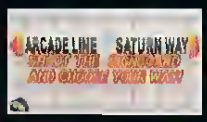

Saturn strategy
Saturn strategy
Saturn strategy

File 3. Railline Shootout!

Time to enter the subway and clean house. Once you board the train, target the doorway straight ahead, adjusting aim only when necessary. Dust the baddies and the helicopter pilot while riding outside. Back inside the train, just as you're about to pull up to the station, position yourself slightly right of center. This will enable you to get a clean shot on the clown holding the hostage behind the first seat on the right. Exiting from the train, nail the first guy on his knees for a machine gun power-up. As soon as you're done drooling over the Sorah Bryant sign board, wipe up the remaining terrorists. Now descend to the lower level and choose your path.

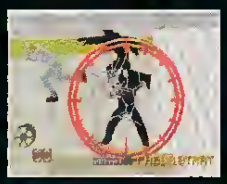




Path 1: Arcade Line

The easier raute. Very quickly, a civilian will crass your path from right to left, so eose up on the trigger for a second. Resume the kill-fest and tear those EVL jerks a new ane. Move into the next train. Walking backwards, you'll find thot the bad guys are spread out more than they were an the first ride, so swing side-to-side while firing. Let loose on the crumbs in the train following clase behind.





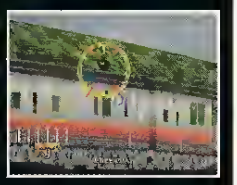
R&D Lab

Because of the increase in enemy numbers and speed, the rifle is yaur best bet here. As soon as the hangar doors slide open, immediotely fire just right af center to take aut the axe guy. The first platform thot lowers contains a barrel, tag it and send 'em flying. As yau begin to go up the next flight of stairs, stay shorp. Three extremely fost terrorists are waiting at the tap, and these goans ain't checking I.D.'s! Proceed with yaur killing itinerory and get ready for Cat-Tank!



Path 2: Arcade Line

Through the hallway, you'll exit ta the aut-side. Try to cantrol yaurself and leave the couple on the bench in one piece (I know we all have our dork side.) Back in your patrol car, annihilate the parked cars on the right so there'll be less to worry about an the chase ahead. While driving alongside the moving train—the ane you would've been on had you selected Arcade Line—clear out the roadway and head into the tunnel. Send the two grenade-labbing dorks to their graves just as yau enter the underground parking goroge. Move thraugh, smaking mare people and cars, and step down to the R&D Lab.


Boss: Cat-Tank

After the hangar doors blow open and Garse informs you on how you're gonna "die", prepare yourself. Hit the tank's right arm first, then its left. Concentrate on firing at the body of the tank, adjusting occassionally to intercept missiles. Keep pounding away at the tank body; it will explode, sending fat-boy into the air. Garse will get up and rush you on foot (is this guy nuts?) Shoot him and wipe the smile from his slap-happy face. What?!! He's not dead?!! Three more hits will make him lay down for a really, really long time.







File 4. Stop the Airship!

This guy may have a jet-pack and high-voltage rockets, but he's actually not too hard to eliminate. As the airship descends in the background, he fires rockets and voltage spikes. Blast his body in between salvas, and fifteen hits later, he's pushin' up daisies in the Virtua City Cemetary.





The Keys to Secret Stuff

When you beat the game in Normal Mode, you get:

- The use of "Free Play" (Option Screen 1)



Until you beat the game, you are limited to a maximum of nine continues. Free Play gives you unlimited continues.

- A Third Option Screen, called "Option Plus"

The Option Plus screen contains:

1. **Mirror Mode**-Flips the graphics to let you play the game from a fresh viewpoint.



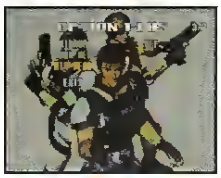
2. **Book Keep**-Allows the Saturn's built-in memory or RAM cart to keep track of the number of games played without continuing, number of Player 1 and 2 games, total game time, average game time, longest game time and shortest game time.

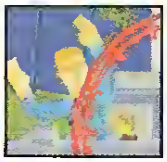


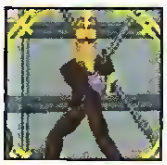
3. **Eight mysterious question morks** which cannot be accessed (not yet, anyway)

When you have accumulated exactly 58 games in the "Number of Games" slot, you get:

- Access to the "????????" option (yes!) The question morks change into the words "BIG HEAD". Now, you can blow away super-deformed guys from EVL!









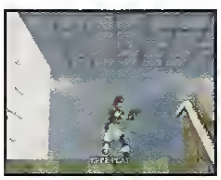
Other Junk

Access to File 4!

If you shoot the red File 1 arrow rapidly while at the Stage Select screen, you jump directly to File 4. Stop The Airship Bomb, the very last level in the game.

Select Characters

As the File title screen appears, hold down the X Button to play the level as Roge, the Y Button to play as Smorty, and the Z Button to play as Janet.



Congratulations!



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SAMURAI SHODOWN IV
AMAKUSA'S REVENGE

Master Strategy

by Tyrone Rodriguez

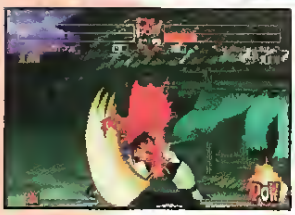


Amakusa's Revenge **represents a return to glory for the *Samurai Shodown* series. *Samurai III* was not well received in some circles; personally, I found it to be kind of cheap, especially in more advanced stages of play. SNK got smart with this fourth chapter and revived fighters from the original *Samurai Shodown*; most notably, Charlotte (my favorite) and Tam Tam. The following pages will give you the lowdown on all of the game's special attacks, No Contest finishing moves and Honorable Deaths. *En Garde!***

Neo•Geo strategy

BLOOD

There is a "blood" option in the operator configuration menu. If this option is turned on, the No Contest finishing moves are enabled, enemies can be cut in half or bleed to death. If the "blood" option is turned off, the fatalities are disabled and the in-game blood is white instead of red.



TIME LIMIT

Each character is given a limited amount of time to reach the castle (the game's final stage) in one-player mode. The time limit is shown in the lower left corner of the screen after you have chosen a character; during battle, the game clock appears above your energy meter. If you go over your time limit before you reach the castle, you will face the enemy that appeared during your character's introduction; if you defeat this enemy, you will see the "bad" ending sequence. If you reach the castle before the given time limit, you will fight Amakusa and Zankurou, followed by the enemy that appeared during your character's introduction. If you beat these three baddies, you get to see the "good" ending scene.



SLASH VS. BUST

As in *Samurai Shodown III*, you can choose to bring out the good or bad in each fighter by choosing "Slash" or "Bust" after you select a character, you may also hear these different types referred to as "Chivalry" and "Treachery". The personality you choose depends on how you like to play and what manner of attack suits you best, however, if you're not interested in the characters' motivations and storyline, just think of them as two versions of the same character with slightly different moves. For example, I prefer using the "Bust" version of Nakoruru, but I also use "Slash" Charlotte. Experiment to see which version you prefer. If you like a certain fighter but tend to get worked when you use his or her "good" incarnation, try switching over to the dark side and see what happens, it can't hurt.



"POW" METER

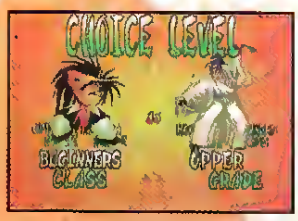
The POW meter gives you access to some of the more advanced techniques of *Samurai Shodown IV*. It will charge up every time you get hit or execute the 14-hit Multi-Slash. When the POW meter is full, some moves will be more powerful. Super Attacks can only be performed when the POW meter is maxed.



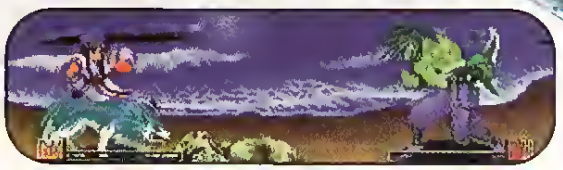
Press **A + B + C** to make the POW meter explode! It will be replaced by the RAGE meter. The RAGE meter is based on time and remaining life energy. The less life you have, the longer the RAGE meter will stay in effect. When the RAGE meter is active, you can activate the Continuous Slash by pressing **A + B + C**; this can be done repeatedly as long as the RAGE meter is not use up. The Fatal Slash also requires the RAGE meter. Press **B + C + D** to execute the move. This can only be used one time. Note: After the RAGE meter is used up, you will not have the POW meter anymore through the rest of the match.

MODES OF PLAY

After choosing your character's type, you get to choose one of three different modes of play. Don't think of this as a difficulty setting, rather, this decision controls the complexity of the gameplay based on your experience.



- Beginner's Class (Sword Apprentice)—In this mode, the Combo Slash is easy to get going. Just press **C + D**. Super Moves are done by pressing **A + B + C + D**. However, you cannot activate the RAGE Meter (see above).
- Medium Grade (Blade Master)—This is the standard mode for normal play, giving you access to everything.
- Upper Grade (Sword Saint)—Get ready for some insane offensive action, because in this mode you can't block.



HONORABLE DEATH

So you don't wanna give your opponent the satisfaction of killing you? Well, you can commit suicide at any time during a round. When the command for the Honorable Death is performed (**← → ↘ ↓ + START**) the game stops, the screen darkens and your character takes his or her own life. The benefit of this seemingly useless action is that you will begin the next round with your POW meter maxed out. Each fighter dies a different way; see the moves lists for a description of your favorite character's Honorable Death.



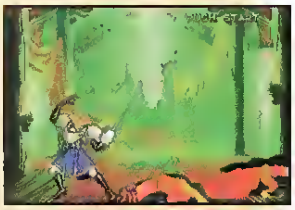


NO CONTEST



"No Contest" finishing moves are the *Samurai Shodown* version of the fatalities in the *Mortal Kombat* series. Unlike *Mortal Kombat*, there are some prerequisites that will allow you to perform them 100% of the time. First, you must defeat your opponent with more than 40 seconds left on the timer. Secondly, you must use the Taunt (press **START** three times) at least once in the appropriate round. Finally, use a Light Slash (**A** button) to finish your opponent. Note that you cannot perform a finishing move on Nakoruru, Rimururu or Zenkurou, and you can only finish Amakusa if he is being controlled by another player (not the computer). Lastly, you cannot execute a finishing move in the final battle in the castle during a one-player game. See the moves lists for a brief description of each fighter's "No Contest" finishing move.

TIPS FOR FIGHTING AMAKUSA



Trying jumping with a Slash, then jump back with a Slash or Kick and repeat. Most likely, when you jump forward and Slash, Amakusa will warp away. Be patient and do not jump when you're close or the computer will use Heavy Slash to hit you in the air. Do not attempt to jump and attack a computer-controlled Amakusa when he jumps, he will almost always be faster than human players. When Amakusa uses his Dark Destruction attack, dash away to the side and block, then attack him.

TIPS FOR FIGHTING ZANKUROU



If you are using a character who executes a long-range slash when you jump and hit the **C** button, you can use this attack repeatedly to keep Zankurou from trapping you in the corner. Zankurou will try to attack with Heavy Slash or his Muhouken attack, but he will be hit when you jump at him with the Heavy Slash. All other characters should try to crouch and block, when Zankurou attacks, use the Multi-Slash (or block the hit and counter with a Multi-Slash.) If you let him get too close, Zankurou can get you with a rising Heavy Slash (if you're using the Jump + **C** method) or throw and Sword Crush you (if you're using the Crouch/Block method.) Try to retreat before you attack or use the sidestep (→ + **A** + **B**) to move to his back. When there are fewer than 20 seconds left on the timer, Zankurou seems to get less aggressive, use this to your advantage.



SECRET FROGGER



When playing as "Bust" Shizumaru against Genjuro, if you win the second round, the toad from Genjuro's *Samurai Shodown II* winning pose will appear!

INITIAL TRICKS



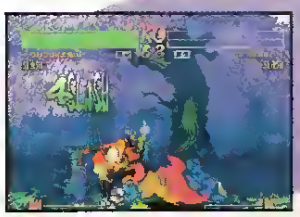
When entering your initials for the high score screen, input "AAA" to make your fighter fall down. If you input the initials "KEN", your character will be blasted!

TAUNT ATTACK



When playing as Sogetsu, knock your opponent down, then press **START** three times to activate the Taunt. If you're standing at the correct distance, Sogetsu will throw his sword right into his opponent's back for extra damage!

GOMENASAI ATTACK



When playing as Shizumaru, press **C** + **D**, then immediately tap **C**, **C**, **D**. Shizumaru will perform a combo that ends with a "respectful" bow that headbutts the enemy into the ground!

SPECIAL POSE



When playing Kazuki vs. Kazuki, if you win the match in the second round, you'll see a special victory animation that only appears in this situation

POPPY'S PUPPIES



When playing as Galford, if you win the match with either a "Perfect" victory or finish without your weapon, several puppies will jump out at you

GENERAL COMMANDS FOR ALL CHARACTERS

Light Slash	A
Medium Slash	B
Heavy Slash	C
Kick	D
Hard Kick	→ + D or ↘ + D
Punch	Without weapon, A, B or C
Dodge	A + B
Back Sidestep	Near opponent, → + A + B
Overhead Attack	B + C
Throw	→ + C
Reverse Throw	Near opponent, ← + C
Weapon Counter	↓ ↙ ← → + D
Sword Grab	Without weapon, ↓ ↙ ← → + D
Dash	→ →
Retreat	← ←
Knockdown Attack (near downed opponent)	↘ + A, B or C
Knockdown Attack (far from downed opponent)	↑ + A, B or C

Swift Recovery (when down)	→ → or ← ←
Quick Recovery (when down)	↖, ↑ or ↗
Life Recover (when down)	Press any button rapidly
Taunt (drop weapon)	START, START, START
Recover Dropped Weapon	A or B while near
Honorable Death	← → ↘ ↓ + START
Rage Explosion (activate RAGE meter)	A + B+ C
Continuous Slash	With RAGE activated, A + B + C
Fatal Slash	With RAGE activated, B + C + D
Multi-Slash Opener	C + D
Super Move (weapon knockoff tactic)	← → ↓ + A + B
"No Contest"	↓ ↓ ↑ → → + C

"Beginner's Class" only

Auto Multi-Slash	C + D
Super Move (weapon knockoff tactic)	A + B + C + D

Ⓦ—Indicates attacks that require your weapon
Ⓟ—Indicates attacks that require a full POW meter
Ⓢ—Indicates Super Moves

AMAKUSA

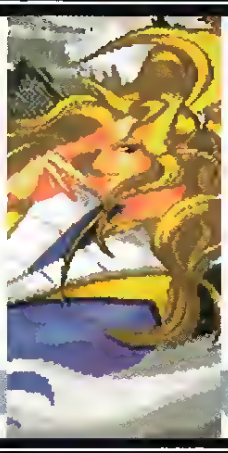
Honorable Death • Vanishes into a portal

No Contest: Spiral Explosion • Throws his weapon, which rotates around and finishes with an explosion, blasting away the opponent's upper body



SLASH

Warp	↓ ↘ → + Kick
Reverse Warp	↓ ↙ ← + Kick
Ⓦ Ⓟ Death Soul	↓ ↘ → + Slash
Ⓦ Dark Destruction	→ ↓ ↘ + Slash (Slash again to attack quicker, Kick to drop without attacking)
Ⓦ Tenkai Phoenix Seal	↓ ↙ ← + Slash
Ⓦ Poison Slice	→ ↓ ↘ + Kick
Ⓦ Ⓢ Tenth Formation	← → ↓ + A + B



BUST

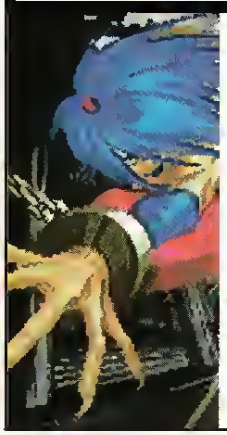
Warp	↓ ↘ → + Kick
Reverse Warp	↓ ↙ ← + Kick
Ⓦ Ⓟ Hell Blast	↓ ↘ → + Slash
Ⓦ Dark Destruction	→ ↓ ↘ + Slash (Slash again to attack quicker, Kick to drop without attacking)
Ⓦ Devil's Invite	↓ ↙ ← + Slash
Judgment Blow	→ ↓ ↘ + Kick
Ⓦ Ⓢ Tenth Formation	← → ↓ + A + B

AMA USA

BASARA

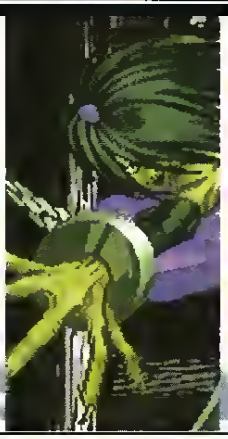
Honorable Death • Slices his own throat

No Contest: Bloody Warp • Teleports to his enemy, then grabs them into the warp hole with a lot of blood splashing out



SLASH

Downward Thrust	Jump, then ↓ + Kick
Ⓦ Ⓟ Friendly Rip	Near opponent, → ↓ ↘ + any button
Ⓦ Shadow Stitcher	↓ ↘ → + Slash
Shadow Hide	↓ ↙ ← + any button
Ⓦ Air Thrust	Jump, then ↓ ↘ → + Slash
Ⓦ Pearl of Nightingale	← ↓ ↙ + Slash
Head Slice	Jump, then ↘ or ↙ + Kick
Ⓦ Ⓢ Shadow Dance	← → ↘ ↓ + A + B



BUST

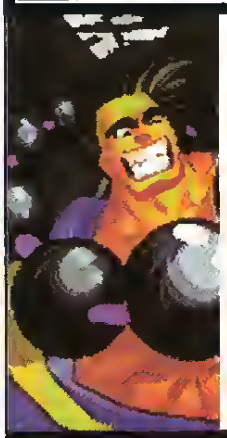
Downward Thrust	Jump, then ↓ + Kick
Ⓦ Ⓟ Shadow Exit	Near opponent, → ↓ ↘ + Slash
Ⓦ Earth Thrust	↓ ↘ → + Slash
Shadow Hide	↓ ↙ ← + any button
Ⓦ Air Thrust	Jump, then ↓ ↘ → + Slash
Shadow Feint	← ↓ ↙ + any button
Head Slice	Jump, then ↘ or ↙ + Kick
Ⓦ Ⓢ Shadow Dance	← → ↘ ↓ + A + B

BASARA

GAIRA

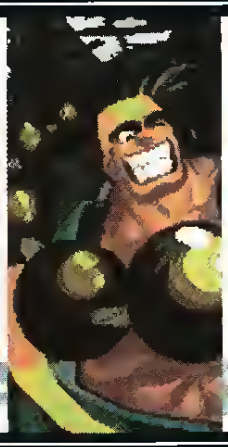
Honorable Death • Reaches for his stomach and falls

No Contest: Blast Punch • Gaira does a flurry of punches ending with a blast to the enemy



SLASH

Buchinomeshi	Jump, then ↓ + any button
P Kachiade	→ ↓ ↘ + Slash
Midareuchi	↓ ↘ → + Slash
Earthquake	↓ ↓ + any button
Chikamuzo Ceiling Slam	← ↓ ↙ + A
Chikamuzo Stone	← ↓ ↙ + B
Chikamuzo Reverse Twirl Grab	← ↓ ↙ + C
S Fist Dance	← → ↘ ↓ + A+ B



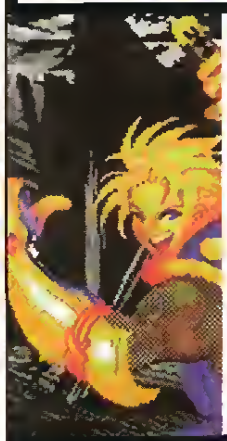
BUST

100-Ton Drop	Jump, then ↓ + any button
Nag Blast	↓ ↘ → + Slash
P Yenshinsa	Near opponent, ↓ ↙ ← → + Slash
S Emperor's Destruction	← → ↘ ↓ + A + B

GALFORD

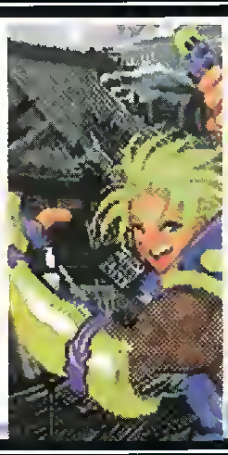
Honorable Death • Lightning strikes and Galford disappears

No Contest: Lightning Strike • Enemy is cut in half by lightning



SLASH

Plasma Blade	↓ ↘ → + Slash
Right Shadow Replica	→ ← ↙ ↓ ↘ → + A
Left Shadow Replica	→ ← ↙ ↓ ↘ → + B
Replica Attack 1	→ ↘ ↓ ↙ ← + A + C
Replica Attack 2	→ ↘ ↓ ↙ ← + B + D
P Rushing Dog	↓ ↙ ← + A
Machine Gun Dog	↓ ↙ ← + B
Replica Dog	↓ ↙ ← + C
Overhead Crush	↓ ↙ ← + D
Stardust Throw	Near opponent, jump, then ↓ + C
W S Double Mega Strike 1	← → ↘ ↓ + A + B
W S Double Mega Strike 2	← → ↘ ↓ + C + D



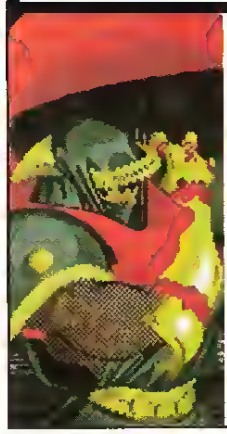
BUST

Plasma Factor 1	↓ ↘ → + A
Plasma Factor 2	↓ ↘ → + B
P Plasma Break	→ + any button repeatedly
Shadow Copy 1	→ ← ↙ ↓ ↘ → + A
Shadow Copy 2	→ ← ↙ ↓ ↘ → + B
Replica Attack 1	→ ↘ ↓ ↙ ← + A + C
Replica Attack 2	→ ↘ ↓ ↙ ← + B + D
Replica Counter	When opponent attacks press A + C or B + D
Striking Head	Near opponent, → ↓ ↘ + any button
Dashing Striking Head	→ → to dash, then → ↓ ↘ + any button when near opponent
Stardust Throw	Near opponent, jump, then ↓ + C
W S Lighting Striking Throw	← → ↘ ↓ + A + B

HANZO

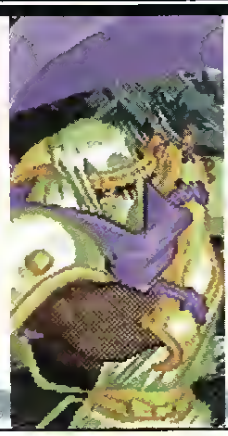
Honorable Death • Vanishes in a tower of flames

No Contest: Ninja Flames • Hanzo incinerates his enemy's body with a flame



SLASH

P Ninjutsu Blazing Dragon	↓ ↙ ← + Slash
Ninjutsu Shadow Split	→ ← ↙ ↓ ↘ → + A or B
Ninjutsu Heaven Dance	→ ↘ ↓ ↙ ← + A + C
Ninjutsu Earth Slash	→ ↘ ↓ ↙ ← + B + D
Ninjutsu Log Counter	When opponent attacks press A + C or B + D
Reppu Shuriken	Jump, then ↓ ↘ → + Slash
Mozu Drop	Near opponent, → ↓ ↘ + Slash
Dashing Mozu Drop	→ → to dash, then → ↓ ↘ + Slash when near opponent
Air Turn Attack	Near opponent, jump, then ↓ + C
S MicroDust	← → ↘ ↓ + A + B



BUST

P Ninjutsu Blazing Dragon	↓ ↙ ← + Slash
Ninjutsu Shadow Split	→ ← ↙ ↓ ↘ → + A or B
Ninjutsu MicroDust	Near opponent, ← ↓ ↙ + any button
Ninjutsu Silent Sound	↓ ↓ + Slash
Ninjutsu Monkey Dance	→ ↓ ↘ + any button
Reppu Shuriken	Jump, then ↓ ↘ → + Slash
Air turn attack	Near opponent, jump then ↓ + C
S Seal Poison Dragon	← → ↘ ↓ + A + B





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FROM THE VIDEO-GAME PROS!

HAOHMARU

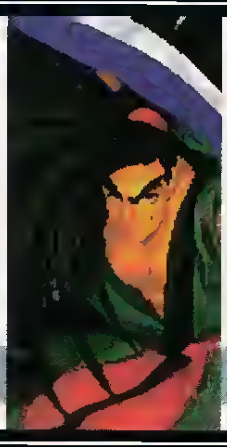
Honorable Death • Falls on his sword

No Contest: Final Crescent Slash • Haohmaru does a Crescent Slash and ends by jumping down on his enemy, blade first



SLASH

Ⓦ Cyclone Slash	↓ ↘ → + Slash
Ⓦ Ⓟ Cresent Slash	→ ↓ ↘ + Slash
Ⓦ Gust of Crescent Slash	→ → to dash, then → ↓ ↘ + Slash
Ⓦ Cracking Slash	← ↓ ↙ + Slash
Ⓦ Ⓢ Celestial Slash	← → ↘ ↓ + A + B



BUST

Ⓦ Cyclone Slash	↓ ↘ → + Slash
Ⓦ Ⓟ Cresent Slash	→ ↓ ↘ + Slash
Ⓦ Gust of Crescent Slash	→ → to dash, then → ↓ ↘ + Slash
Kouha	→ ↓ ↘ + Kick
Senpuha	↓ ↘ → + Kick
Ⓦ Serene Slice	← ↓ ↙ + Slash
Ⓦ Ⓢ Vacuum Slice	← → ↘ ↓ + A + B

HAOHMARU

GENJURO

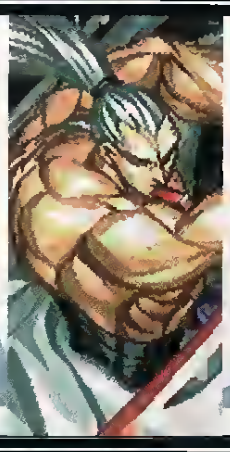
Honorable Death • Falls on his sword

No Contest: Slice and Dice • Genjuro slices his enemy to shreds



SLASH

Ⓦ Ⓟ Wing Blade	→ ↓ ↘ + Slash
Ⓦ Triple Slash	↓ ↘ → + Slash (repeat 3x)
Ⓦ Cherry Blossom Slash	↓ ↙ ← + Slash
Ⓦ Autumn Leaf Blade	→ ↓ ↘ + Kick
Ⓦ Red	← ↓ ↙ + Slash
Ⓦ Ⓢ Fivelight Slash	← → ↘ ↓ + A + B



BUST

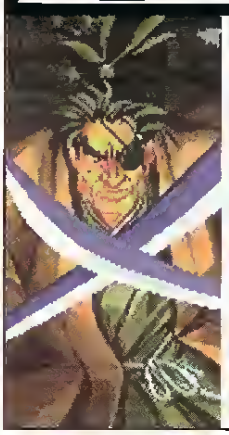
Ⓦ Ⓟ Wing Blade	→ ↓ ↘ + Slash
Ⓦ Triple Air Slash	↓ ↘ → + Slash (repeat 3x)
Ⓦ Cherry Blossom	↓ ↙ ← + Slash (hold)
Ⓦ Demon Attack	↓ ↙ ← → + Slash
Ⓦ Purple Dusk	← ↓ ↙ + Slash
Ⓦ Ⓢ Fivelight Slash	← → ↘ ↓ + A + B

GENJURO

JUBEI

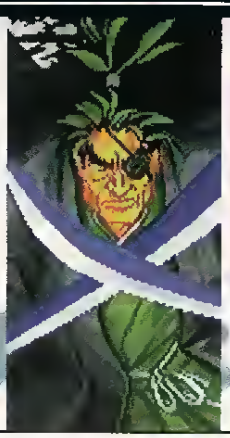
Honorable Death • Attempts to run, then staggers to the ground

No Contest: Blade Cut • Jubei attacks his opponent and cuts them in two



SLASH

Ⓦ Waterluna Blade	↓ ↘ → + Slash
Ⓦ Ⓟ Double Edge Blade	→ ↓ ↘ + Slash, then ↓ + C
Ⓦ Eight Direction Blast	→ + Slash button repeatedly
Ⓦ Ⓢ Waterluna Blade	← → ↘ ↓ + A + B



BUST

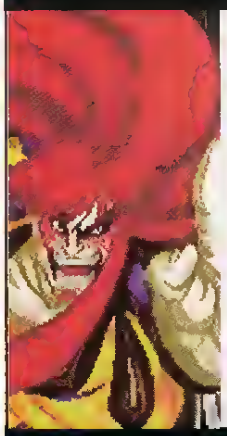
Ⓦ Ⓟ Waterluna Blade	↓ ↘ → + Slash
Ⓦ Sword Feint	↓ ↘ → + A + B
Ⓦ Tenra	↓ ↙ ← + C
Ⓦ Shoha	↓ ↙ ← + B
Ⓦ Shuigetsu	↓ ↙ ← + A
Ⓦ Ⓢ DoubleWind Formation	← → ↘ ↓ + A + B

JUBEI

KYOSHIRO

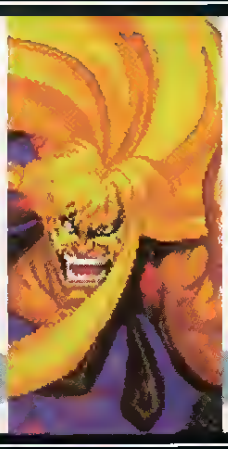
Honorable Death • Eaten by his own frog

No Contest: Body Slice • Kyoshiro spins around his enemy and leaves only the lower portion of their body standing



SLASH

P Flame Twist Dance	← ↓ ↙ + Slash
Turning Twist Dance	→ ↓ ↘ + Slash
Frog Hell	↓ ↘ → + Kick
Big Wave	↓ ↘ → + Slash
Bloody Wheel	Jump then ↓ + Slash
Dancing Lion	↓ ↙ ← + Slash
S Maniac Kyoshiro	← → ↘ ↓ + A + B



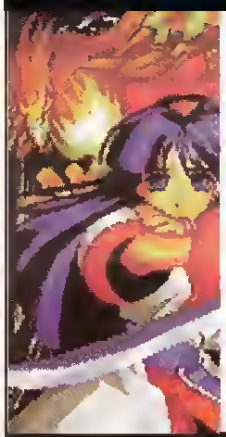
BUST

Bloodwind Ecstasy	→ ↓ ↘ + Slash
Kyoshiro Banquet Dance	↓ ↘ → + Kick
Hades	↓ ↘ → + Slash
P Dancing Lion	↓ ↙ ← + Slash
S Maniac Kyoshiro	← → ↘ ↓ + A + B

NAKORURU

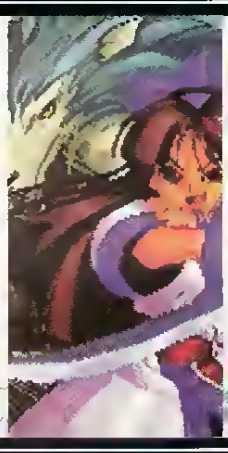
Honorable Death • Nakoruru transforms into lights

No Contest: Final Strike • Nakoruru attacks with multiple special moves



SLASH

P Anu Mutsube	← ↙ ↓ + Slash
Lela Mutsube	→ ↓ ↘ or ↓ ↘ → + Slash
Kamui Rimuse	← ↓ ↙ + Slash
Mamaha Flight	↓ ↙ ← + Kick
Air Strike	During Mamaha Flight press A + B
Shichikapu Eto	↓ ↙ ← + Slash
Kamuifumu Kesupu	Jump, then ↓ + Kick
Lela Kishima Teku	Near opponent jump, then ↓ + C
S Elerushi Kamui Rimuse	← → ↘ ↓ + A + B



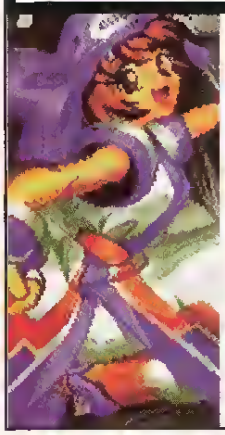
BUST

Kamui Rimuse	← ↓ ↙ + Slash
Wolf Ride	↓ ↙ ← + any button (D to dismount)
P Meru Shikite	During Wolf Ride ← ↙ ↓ + Slash
P Kanto Shikite	During Wolf Ride → ↓ ↘ + Slash
Split Attack	During Meru or Kanto Shikite → + C
Imeru Shikite	Jump then ↓ ↘ → + Slash or → ↓ ↘ + Slash
Kamuifumu Kesupu	Jump then ↓ + Kick
Lela Kishima Teku	Near opponent jump, then ↓ + C
S Nubeki Kamui Shikite	← → ↘ ↓ + A + B

RIMURURU

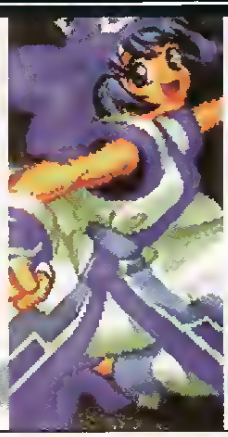
Honorable Death • Rimururu is crushed by an iceberg

No Contest: Iceberg Blast • Rimururu slams her opponent with an iceberg



SLASH

Kamui Shitouki	← ↓ ↙ + Slash
Konnil Shiraru	Jump, then ↓ + Slash
Konnil Memu	↓ ↙ ← + Slash
Lupu Quail	↓ ↘ → + Slash
P Konnil Nonno	→ ↓ ↘ + Slash
Launch Attack (without weapon)	→ → to dash then A + C
Butt Attack (without weapon)	→ → to dash then B + D
S Rupu Kamui Emushi	← → ↘ ↓ + A + B



BUST

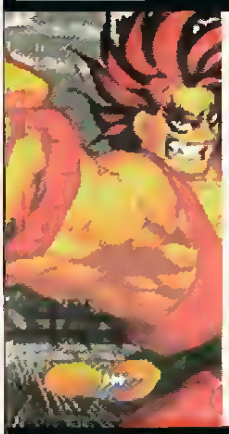
Upun Wo	→ + Slash button rapidly
Konnil Memu	↓ ↙ ← + Slash
Rupu Kuare	↓ ↘ → + Slash
P Rupu Thommu	→ ↓ ↘ + Slash
Launch Attack (without weapon)	→ → to dash, then A + C
Butt Attack (without weapon)	→ → to dash, then B + D
S Rupu Kamui Emushi	← → ↘ ↓ + A + B

Neo•Geo strategy

KAZUKI

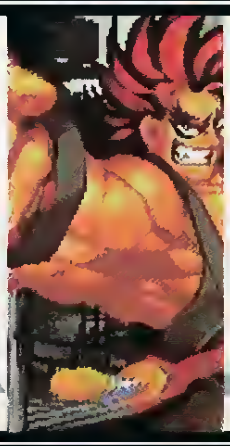
Honorable Death • Kazuki explodes

No Contest: Fireball • He launches a fireball, leaving only half of his opponent remaining



SLASH

Ⓜ Red Hot Soul	↓ ↘ → + any button
Ⓜ Ⓟ Big Explosion	→ ↓ ↘ + any button
Ⓜ Devastating Flame	↓ ↙ ← + any button
Ⓜ Banishing Flame	← ↓ ↙ + any button
Ⓜ Ⓢ Blizzard Explosion	← → ↘ ↓ + A + B



BUST

Fools' Multikick	→ ↓ ↘ + Kick, then ← + Kick, then → + Kick
Way of Hell	↓ ↘ → + A
Way of the Ghost	↓ ↘ → + B
Way of Heaven	↓ ↘ → + C
Ⓜ Banishing Flame	← ↓ ↙ + any button
Ⓜ Ⓢ Evil Flame Awakening	← → ↘ ↓ + A + B (A + B + C + D to cancel)

KA UKI

SOGETSU

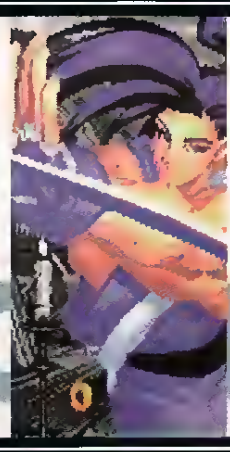
Honorable Death • Vanishes into a bubble

No Contest: Teleport Slice • Teleports in front of enemy and cuts them in half



SLASH

Ⓜ Ⓟ Moonlight	→ ↓ ↘ + Slash
Ⓜ Floating Moon	↓ ↘ → + any button
Ⓜ Moon Concealment	↓ ↙ ← + Slash
Ⓜ Ⓢ Windluna Slash	← → ↘ ↓ + A + B



BUST

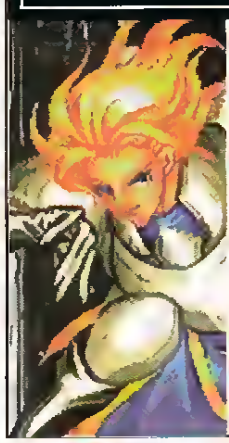
Dead Moon	Jump, then ↓ ↙ ← + Slash
Ⓜ Full Moon	Jump, then → ↓ ↘ + Slash
Ⓜ Ⓟ Luna Ring Wave [earth]	↓ ↘ → + Slash
Ⓜ Ⓟ Luna Ring Wave [air]	Jump, then ↓ ↘ → + Slash
Ⓜ Ⓢ Watertower Wave	← → ↘ ↓ + A + B

SOG TSU

CHARLOTTE

Honorable Death • Drinks a poison and falls down

No Contest: Sword Slash • Charlotte slashes her opponent multiple times



SLASH

Ⓜ Power Gradation	→ ↓ ↘ + Slash
Ⓜ Splash Fount	→ + Slash button repeatedly
Ⓜ Ⓟ Tri-Slash	↓ ↘ → + Slash (hold)
Ⓜ Ⓢ Splash Gradation	← → ↘ ↓ + A + B



BUST

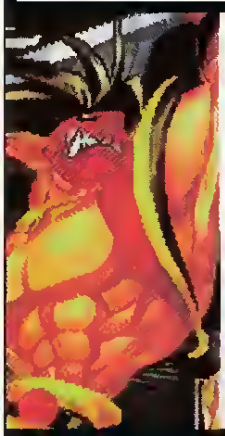
Ⓜ Ⓟ Power Gradation	→ ↓ ↘ + Slash
Ⓜ Lion Lancer	↓ ↘ → + Kick
Ⓜ Ⓟ Violet Lunge	↓ ↘ → + Slash
Ⓜ Ⓢ Crystal Rose	← → ↘ ↓ + A + B

CHA OTTE

TAM TAM

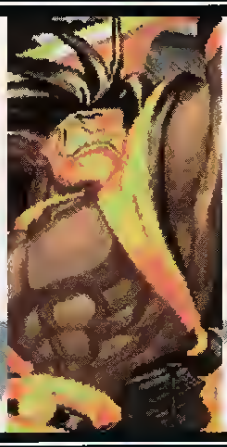
Honorable Death • Vanishes; his mask is left in mid-air, then drops to the ground

No Contest: Final Paguna Paguna • Tam Tam slices up his enemy with a special version of the Paguna Paguna



SLASH

Ⓦ Paguna Paguna	→ + Slash button repeatedly
Ⓦ Moora Gaboora (upper)	↓ ↘ → + Slash
Ⓦ Moora Gaboora (lower)	↓ ↙ ← + Slash
Ⓟ Ahaooh Gaboora	→ ↓ ↘ + Slash
Paguna Dios	← ↓ ↙ + Slash
Ⓦ Ⓢ Ahaooh Tiuwakan	← → ↘ ↓ + A + B



BUST

Gaboora Gaboora	↓ ↘ → + C
Moora Moora (up)	↓ ↘ → + A, A, A
Moora Moora (down)	↓ ↙ ← + B, B, B
Ⓟ Paguna Dios	← ↓ ↙ + Slash
Ⓦ Ⓢ Ahaooh Tiowakan	← → ↘ ↓ + A + B

TAM TAM

SHIZUMARU

Honorable Death • Bows, says "Gomenasai, mo ikimasu" and runs away

No Contest: Mary Poppins • Shizumaru performs his Super Move on his opponent and waves his umbrella



SLASH

Ⓦ Hisatouryu Thrust	↓ ↙ ← + Slash
Ⓦ Hisatouryu Lade	↓ ↘ → + Slash
Ⓦ Hisatouryu Cold Rain	↓ ↘ → + Kick
Ⓦ Hisatouryu Downpour	Hold Kick for two seconds, then release
Ⓦ Ⓟ Hisatouryu Cross Slicer	→ ↓ ↘ + Slash
Ⓦ Ⓢ Hisatouryu Shredder Slash	← → ↘ ↓ + A + B



BUST

Ⓦ Ⓟ Hisatouryu Mist Rain Blade	↓ ↘ → + Slash
Ⓦ Hisatouryu Downpour	Hold Kick for two seconds, then release
Ⓦ Hisatouryu Cross Slicer	→ ↓ ↘ + Slash
Ⓦ Hisatouryu Rains of Time	Jump, then ↓ + Slash
Ⓦ Hisatouryu Deadly Drizzle	Jump, then ↑ + Slash
Ⓦ Hisatouryu Thunderstorm	During deadly drizzle, press Slash
Ⓦ Ⓢ Hisatouryu Deadly Slice	← → ↘ ↓ + A + B

SHIZ ARU

UKYO

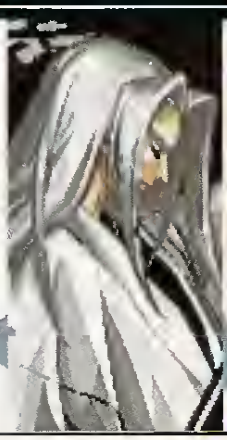
Honorable Death • Coughs and drops to the floor

No Contest: Spinning Slice • Spins around enemy; after he stops, blood gushes out of the enemy



SLASH

Vanity Sword Slash	↓ ↙ ← + Kick
Ⓦ Snowfall Slash	↓ ↙ ← + Slash
Ⓦ Ⓟ Swallow Swipe	Jump, then ↙ ↓ ↘ → + Slash
Ⓦ Sabre Haze	↓ ↘ → + Slash
Ⓦ Ⓢ Tsunami Six Flash	← → ↘ ↓ + A + B



BUST

Ⓦ Sparrow	↓ ↙ ← + Kick
Ⓦ Snowfall Flash	↓ ↙ ← + Slash
Ⓦ Ⓟ Swallow Swipe	Jump, then ↙ ↓ ↘ → + Slash
Ⓦ Solar Flash	↓ ↘ → + Slash
Ⓦ Ⓢ Aurora Dreams	← → ↘ ↓ + A + B

UKYO

K-1 THE ARENA FIGHTERS

by Wataru Maruyama

KICKBOXING RETURNS

Does anyone remember the Andre Panza kickboxing game from a few years ago? It appeared on the TurboGrafx-16 and later moved onto the Genesis and Super NES systems under different names; for its time, it was a fairly decent fighting simulator. Aside from that game and the characters Adon and Sagat in the *Street Fighter* series, this form of fighting has been practically absent from the gaming scene.

GRAND PRIX FIGHTING

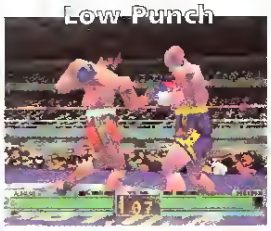
The first thing to note is that this game is much closer to a simulation than an all-out brawl fest. Fights can drag on for many rounds or can end with a single blow. The key is to know how this system works and not get frustrated. First we'll look at the attack methods and then defensive measures.

Punches

Depending on the fighter you use, punching will be an either integral or flashy part of your arsenal. Fighters like Mike Bernardo will need to set you up with punches and even finish you off with one, relying little on their feet. The mixture of high and low punches is great for breaking through and interrupting the opponents' own attacks. Punches will usually be much quicker than kicking attacks, so don't be afraid to try to counter an opponent as he is about to strike with a kick.



"Right in the kisser, baby!"



"Where's the low blow button?"

Kicks

What would kickboxing be without the kicks? Distance and power advantage is what the legs provide; you'll need to strike wisely or be left open for a counterstrike. If your fighter has quick feet like Musashi and Peter Aerts, you can sometimes be just as fast as a punch. The more important of high and low kicks is the latter, which weakens the legs of opponents and also stops them in their tracks if they are rushing in. Just like in real life, blows to the head can knock down opponents in one shot especially if they are in the middle of a move or recovering from a missed strike. Raising your leg that high will also leave your player more vulnerable if you should miss or if the opponent blocks it.



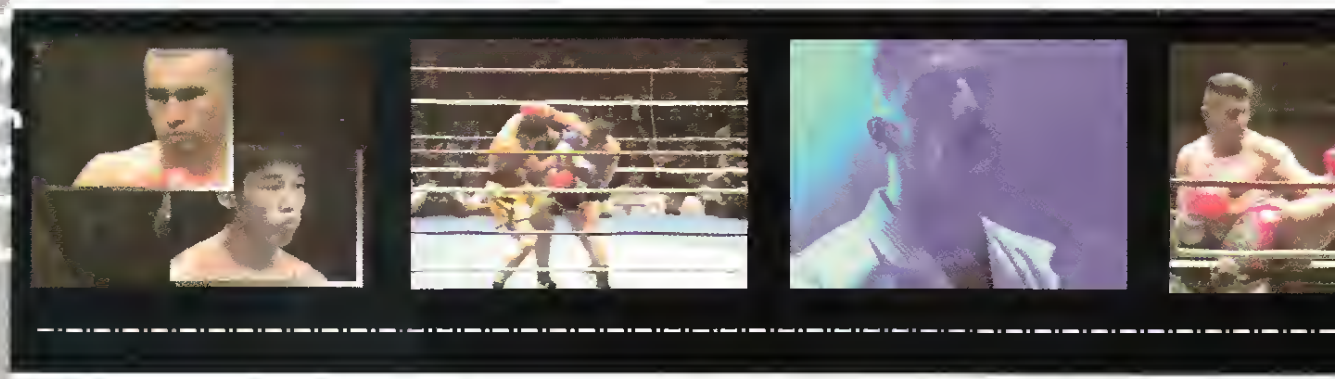
"Oooof!"



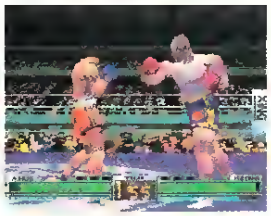
"My shins! My poor, poor shins!"

Special Strike

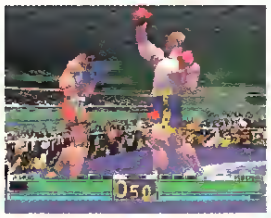
Each fighter has at least two or more special strike attacks These are very devastating and can end a fight faster than an angry girlfriend can turn off *Monday Night Football*. These are done with the mysterious triangle button (it's shaped like a pyramid, you know) and also with a direction on the D-pad. The special attacks have a lot of delay after you perform one and should only be used if your opponent is recovering himself or is likely to be caught by surprise. Some special attacks require you to be closer than



others and this can be a very bad thing since a lot of them take a while to pull off. You are likely to get punched or kicked before you have a chance to wind up. Save these attacks for missed specials by the opponent where he has come in closer due to his strike.



"Take that!"



"Oh yeah? You take that!"

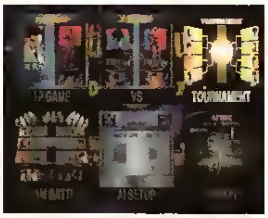
Defense

This is a tricky thing since there is no block button and moving backward does not constitute a block. The way the computer decides is that your character must be in an available state to block in order to block. This is almost like auto-blocking, but the difference is that if your character is moving forward or backward, most games will let you block as soon as you command it. The simulation aspect of *K-1* will let you block if you have a sufficient time to get back into a defensive stance. Sometime it will seem that you can block immediately, but you'll notice that the block damage will be

MODES

Fighting games need different modes to survive the rigors of multiple play and *K-1* is no exception. It offers the standard one player, Versus and Option menu. The bonus extras (meaning that they are not in every fighting game) are Tournament Mode, Team Battle Mode and AI Setup. The Tournament and Team Battle modes are self explanatory, but the cool one is the AI Setup mode which lets you customize and create fighters. It is unfortunate that these fighters are only available to fight against you, but you can take a fighter you have built and make it fight against a fighter your friend has created. This is actually a fun little activity, but some matches drag on and get boring, so build your fighters with exciting matches in mind.







THE FIGHTERS

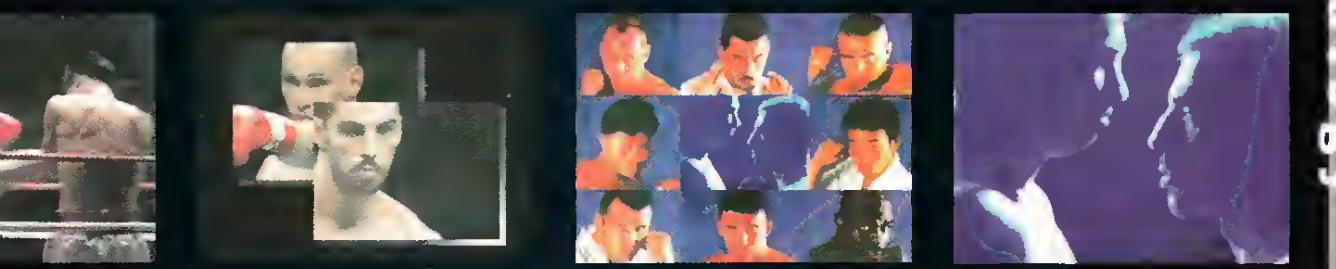
There are eight fighters plus a boss in the PlayStation version and there are four extra characters in the Saturn version. Before you cry foul, you should know that the PlayStation version was released in Japan almost five months before the Saturn game, so in between that time, Xing decided to reward Saturn owners for their patience and milk some money from those avid gamers who own both systems. (Just kidding, folks!). Here are the stats for the four new Saturn-exclusive characters; we don't have moves for these guys yet.

Michael Thompson
Birth Date: June 23, 1962
Birth Place: United Kingdom
Height: 180 cm
Weight: 87 kg
Specialty: Karate

Kin Taiei
Birth Date: July8, 1970
Birth Place: Japan
Height: 180 cm
Weight: 74 kg
Specialty. Mustai (National fight of Thailand)

Nobuaki Kakuta
Birth Date: April 11, 1961
Birth Place: Japan
Height: 174 cm
Weight: 86 kg
Specialty. Karate

Stan The Man
Birth Date: July 25, 1965
Birth Place: Australia
Height: 176 cm
Weight: 99 kg
Specialty: Kickboxing



"...that's the waaay we became the Brady Bunch!"

PlayStation strategy



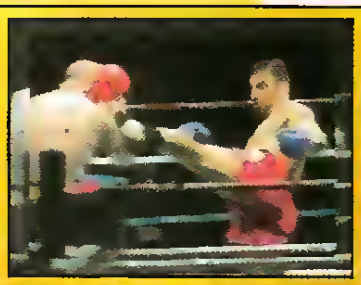
ANDY HUG

Andy Hug, with his superior Karnte technique is one of the most famous martial artists in the world. After severnl disnppointing years in the K-1, Andy finally came through with a dramatic victory in 1996.

•BIRTH DATE
September 7, 1964
•BIRTH PLACE
Switzerland
•HEIGHT
5'9"
•WEIGHT
209 lbs.
•GYM
Seida Koikon
•TITLES
• UKF World Super Heavyweight Champion
K-1 Grond Prix '96 Winner

FAVORITE MOVES

Front Kick	→ ○
Upper-Cut	← △
Hug Tornado	↓ △
Heel Kick	△
Jumping Double Kick	← →
Hand Chop	→ △







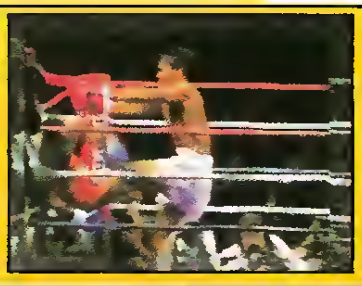
CHANG PUEK KIATSONGRIT

An unmatched expert in Muethn, Thai Kick Boxing, he has excellent defensive techniques and is difficult to cut down. He often nstonishes crowds by defeating much bigger and stronger fighters.

•BIRTH DATE
October 23, 1956
•BIRTH PLACE
Thailand
•HEIGHT
5'7"
•WEIGHT
165 lbs.
•GYM
Kiotsongrit Gym
•TITLES
• IMF World Light Heavy Class Champian

FAVORITE MOVES

Front Kick	→ ○
Mid Step-in	△
Multiple Straights	→ ×
Jumping Knee Kick	→ △
Spinning Elbow	← △







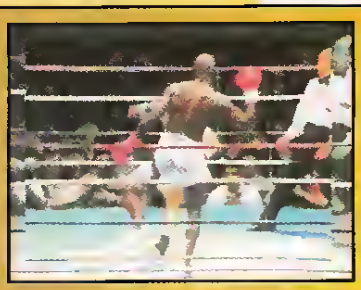
ERNESTO HOOST

Called the "technician" by his peers, Hoost performs perfect execution to make up for what he facks in strategy. Pity the man that talls prey to his fearful high kick.

•BIRTH DATE
July 6, 1969
•BIRTH PLACE
Surinam
•HEIGHT
6'2"
•WEIGHT
205 lbs.
•GYM
Boss Gym
•TITLES
- WMTA World Light Heavy Class Champ
- IKBF Warld Light Heavy Class Champ
- ISKA Warld Light Heavy Class Champ
- K-Grand Prix '92 Winner

FAVORITE MOVES

Front Kick	→ ○
High Step-in	△
Bock Blow	← △
Jumping Knee Kick	→
Elbow Strike	← →
Left Upper-cut	↓ △







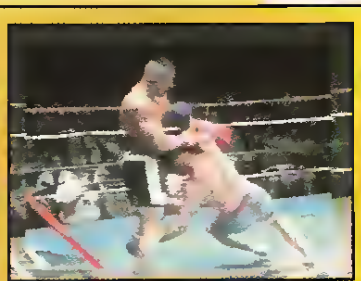
JEROME LE BANNER

A perfect combination ot size and youth. Jerome is sometimes evenly aggressive in the ring. He's called the "Battle Cyborg" by his fans in France and consistently lives up to his name.

•BIRTH DATE
December 26, 1972
•BIRTH PLACE
France
•HEIGHT
6'5"
•WEIGHT
253 lbs.
•GYM
Sweing Naya Camp
•TITLES
- K-1 Grand Prix '88 Runner-up
- French and Eurapean Super Heavy Class Champ

FAVORITE MOVES

Front Kick	→ ○
Bock Spin Kick	← △
Upper-cut	↓ △
Knee Kick	△





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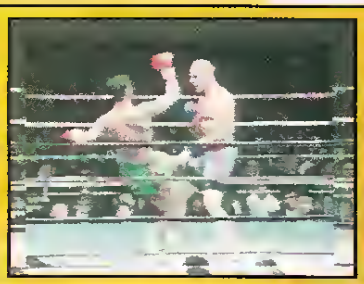
MIKE BERNARDO

Professor of a fearful hammer punch, Bernardo KO'd two-time "Strongest Man" Peter Aarts in the '96 Grand Prix.

- **BIRTH DATE**
  July 28, 1969
- **BIRTH PLACE**
  South Africa
- **HEIGHT**
  6'3"
- **WEIGHT**
  242 lbs.
- **GYM**
  Steve's Gym
- **TITLES**
  - African Super Heavy Class Champ
  - K-1 Grand Prix '96 Runner-up

FAVORITE MOVES

Side Kick	→ ○
Swing Hock	△
Swing Straight	→ △
Back Blow	← △
Swing Upper-cut	↓ △







MUSASHI

Mushashi began his career with a bang by impressively knocking out his opponent, Patrick Soito, in the '95 K-1 Revenge I tournament. Ever since then expectations for this exciting young fighter have been very high.

- **BIRTH DATE**
  October 17, 1972
- **BIRTH PLACE**
  Japan
- **HEIGHT**
  6'1"
- **WEIGHT**
  196 lbs.
- **GYM**
  Seido Koikon
- **TITLES**
  - Karate World Cup '96 4th place
  - K-1 Grand Prix '96 3rd place

FAVORITE MOVES

Front Kick	→ ○
High Punch Combination	↓ △
Jumping Turn Back Kick	← △
Style Change	← → △







PETER AERTS

Bearer of the World's Toughest Man title two years in a row, Aerts is highly trained both in technique and in toughness. This man has no weaknesses.

•BIRTH DATE
October 25, 1970
•BIRTH PLACE
Holland
•HEIGHT
6'3"
•WEIGHT
229 lbs.
•GYM
Daja Chakraki
•TITLES
- WMTA MusThai World Heavy Class Champ
- KBF World Heavy Class Champ
- WKA European Heavy Class Champ
- K-1 Grand Prix '94 and '95 Winner

FAVORITE MOVES

Front Kick	→ ○
Back Blow	← △
Back Kick High	→ △
Back Kick Low	↓ △
Knee Kick	△
Elbow Strike	← →







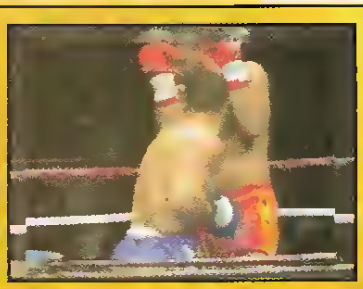
SAM GRECO

In his International debut, Greco KO'd his first opponent and gave Aerts an even fight. His overall ability is still a question mark. Anyone who's been in the ring with him knows that he has the strongest fists in the Karate field.

•BIRTH DATE
May 3,1967
•BIRTH PLACE
Australia
•HEIGHT
6'2"
•WEIGHT
233 lbs.
•GYM
Saida Kakan
•TITLES
- Karate World cup '94 Winner

FAVORITE MOVES

Front Kick	→ ○
Swing Elbow	△
Driving Punch	→ △
Low Driving Punch	↓ △
Right to the Body	← △





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PlayStation strategy



Mario Kart 64 Racing Guide

by nikos constant

What you should know...

- The greatest racing challenge since the original game for the Super NES, this may go down as the greatest party game of all time (sorry, Bomberman!) So find yourself some friends, get a bunch of soft drinks, chips, and candy, then race until you throw up.
- What's cool about *Mario Kart* is that even a beginner has a chance at winning. It's crucial to use the power-ups and weapons. Dirty tricks are what wins the game, not just race skill.
- The split-screen capability is good for checking out where your opponents are on the map. Be sure to spring some surprises on them when you see that they're near a dangerous corner. Play dirty.
- Real racers take advantage of the Time Trial feature. That's how you're going to learn to go really fast. That's how you win.
- In *Mario Kart* there is no such thing as racing etiquette. You're either a winner or a loser.
- Learn how to do the Jump Powerslide as seen on the next page. That's how you're really going to get good at car control.
- This is the game that separates good game players from bad. Which side are you on?

WEAPONS & POWERUPS


A single speed burst; use it to cut corners and make your own shortcuts.


Best used in a multiplayer game, you can steal opponents' power-ups.


Kind of lame at first, until you learn how to shoot them ahead of your opponents.


Double speed burst rarely comes up, but it's better then a single burst.


The shrinker is best used when people are about to take a jump. They can't.


Multinana is good to increase speed and use as a trailing shield to get people.


The triple burst; use it for shortcuts or last minute runs at the finish line.


Invincibility is good to cut corners, go through traps and knock people off.


Clears a path by nailing a bunch of people. Good for when you're behind.


The single shell. Takes some practice to aim and nail people with.


The gold megaburst; learn to get it under control and you can get the lead.


Three guided shells that cause havoc. Or use them as a shield to bump people off.


Guided shell that locks in on whoever's ahead. Watch out it can get you!


The best. Use it as a shield and to knock opponents off the track in a big way.

Though racing skill is nice, the weapons and power-ups are what makes the game such a treat to play. Unlike the first game, the dumping of power-ups for red shells isn't going to make you a champ. The skillful use of all will determine your fate.

MARIO KART

RACE STRATEGY

Here are some simple racing concepts that you can use to take advantage of other players. Learning these fundamentals will get you started on the road to becoming a racing legend.

JUMP POWERSLIDES



To start a Jump Powerslide, hit and hold jump. Maintain control of your car by maneuvering with the joystick.



Aim high around the corner. You want to gain speed around the turn, so aim the joystick towards the apex of the curve.



As you do this, notice that your skid smoke spills out letters. The first letters will be white "V"s, then "E"s.



Continue through the slide. The "E"s will change from white to yellow. If you do this, you know you are gaining slide speed.



When the "E"s change to orange, you know that you're really zipping. Pull out of the slide and your character will give a yell.



You want to do these slides as close to the curve as possible for maximum racing impact.

POWER STARTING



The best starts are timed perfectly. Don't accelerate until after the second start light goes off, then floor it.



DON'T ACCELERATE YET!



NOW!



On your best starts, flame will shoot out of your car similar to when you get a mushroom speed burst. Practice this start technique a lot.

THROW & AIM WEAPONS





Single banana and shell can be either thrown ahead or shot backwards. To do this, hold down the Z button so that the weapon is armed. Then aim the joystick where you want the weapon fired and release the Z button. Voila!

WEAPONS



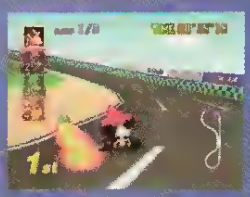
Use the three shell powerups as shields.



Bump your enemies to get the lead!



Bananas make you go a bit faster.



Careful when you shoot a shell.



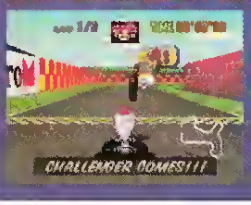
You might lose yourself into 2nd place.

BEATING MARIO KART



When you beat all the tracks, the game's title screen changes. You can also press the R button to see your best time on the Mario Circuit course. Notice that our best time is 1'28"43. Beat us!







When you get Gold on all of the race courses, you'll get the backwards tracks. Get under 1'30" in the time trial on the Mario Circuit course and Mario will challenge you to a race. We haven't beaten him yet. Could there be more?

Use this track guide to understand the maps on the following pages.

START

JUMP

SHORTCUT

POWERUPS

BANANA DROP
For maximum banana impact.

!!! DANGER!
Be careful in these spots.

TRACKS

Kinoko Cup



The first track is easy and good for learning how to maximize your jump powerslides. Not much to be careful about, stay on the inside. Use your jump button to hit the power-up dangling from the Luigi balloon. It will always give you a blue shell which is a nice way to clear a path in front of you. Power-ups are the key to winning on this course against advanced players and their ilk.

Luigi Circuit



Moh Moh Farm

Even the expert can get burned on the Farm. The weird slope on the sides of the track makes cutting the corners difficult and can actually slow you down. Those darn gophers are also a challenge. Either go around or try the line on the inside. The risk of getting hit is too great. If you want to drop bananas go by the gophers or the last bridge.

THE RACERS

SPEED	ACCELER.	GRIP	HANDLING
4	3	6	7

Considering it's his game, it's kind of strange that Mario is such a weak character to race. If you're good, then you won't be using Mario unless you want to challenge yourself. I guess he's OK to practice with, but when it get down to the nitty gritty, if you choose Mario, you're going to be averag...



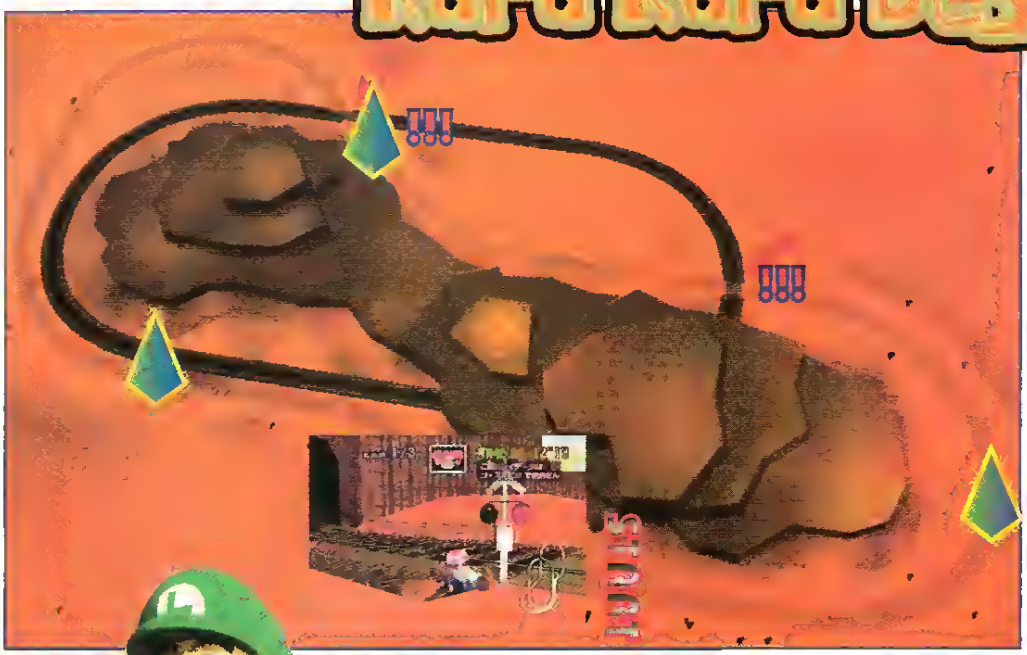
MARIO KART

The beach is fun to race on because of all the shortcuts. The best one to take is through the hole in the mountain. You'll cut five or more seconds off your time. Just be sure to not run into a palm tree after the waterfall. Another shortcut that's kind of nice but not as helpful is across the bay and then taking the big narrow jump. Shorter, but hard.



Koko Koko Beach

Kara Kara Desert



Yes, you will have ta wait for the train to pass every ance in a while. Don't try ta shoot it ar you may get squished. If you're going at top speed, you really wan't have ta warry about the train. Even though you can go through the train tunnel, it's not a shortcut, it's just fun. A good alternate course is making people use it.



THE RACERS

SPEED	ACCELER.	GRIP	HANDLING
5	4	6	6

Luigi is pretty equal to Mario if not a bit faster. If you want to race against somebody using equal cars, use Mario against Luigi. Then it's all skill rather then car advantage.

Flower Cup



The highway is tough because of the cars. But it really gets tough on the backwards course when all the cars are coming at you. The strategy in both directions is to stay in the outside lanes so that you can anticipate the other cars' paths. If you try to cut the corner all the time you're liable to get squished. Powerups can be had easily, just pull over.

Kinopio Highway

Frappe Snowland

The first snow course has a lot of problems that come in the form of little snowmen that blow you up if you hit one. Watch out on the corners, if you're trying to cut everything you're going to get exploded. Find a line through the snowman minefield from way back and shoot through. Just be sure that your opponent doesn't try knocking you to the side into one.



THE RACERS

SPEED	ACCELER.	GRIP	HANDLING
6	5	6	6

Did you know that Bowser is called Koopa in Japan? Well now you do. An average racer, Bowser is fun because he's the strongest of all the racers. If you want a destruction derby he's the one that gets people off the track. Unfortunately his weighty nature leaves him with a little less race finesse.



Choco Mountain is good for knocking opponents off the side. You can also get them on all the moguls and jumps that can cause havoc if yau don't have enough speed going through them. Don't even warry about the falling rocks, it's rare they they'll hit you, as long as your going at a fairly fast clip.



Choco Mountain

Mario Circuit



The ultimate time trial track, Maria is fun because there are lots of turns and it's fairly flat so that you don't have to warry much about slawing down on jumps. Stay an the track, ga fast, and use your jump powerslides to go even faster. If you want a shortcut, use a speed boast to cut the final corner, or thraugh the trees after the big left turn around the grassy hill. GO FAST! WOO!



PEACH

THE RACERS

SPEED	ACCELER.	GRIP	HANDLING
6	9	6	7

Though the anly fly girl in the game, Peach is a bit average. Basically she's Toad with some weight, but she can still get knocked around. In a vs. race you may want to use her against Toad, but against a seasaned veteran you're still going to get smoked. But what can you say? She's the Princess, sa she rules.

Star Cup



Wario Stadium is favarite nmang peaple I race with for a cauple af reasans. First, it's fairly lang, sa yau have a lat of time to make a mistake. Secand, the pawer-ups are spread apart which makes it easy to miss one and spend the race angry at yaurself far not getting the weapan fire advantage. Meanwhile yaur appanents are blasting yau because they didn't miss. Tbirdly, there's plenty af raam here far dirty tricks. Especially when it comes ta the jump. A shrinker or banana will put you behind in a hurry.

Wario Stadium

Sherbet Land

The best advice far Sherbet Land is dan't fall inta the ice water and dan't hit a penguin. Other then that, yau'll da fine. When yau're racing the caurse backwards, dan't forget the single powerup lacated an the left side af the ice farmatian just after the cave. Alsa be sure ta use the shartcut in the cave ta save same time. Place bananas in spats where appanents will ga inta the water.



THE RACERS

SPEED	ACCELER.	GRIP	HANDLING
7	10	6	9

Toad is the best racer for the Time Trials. He has the manauverability and the acceleration to enhance your speed on powerslides. In regular racing his only problem is that he's kind of weak and you may find yourself getting knocked off the road all the time. If you can get out front fast, you can win with him.



MARIO KART

The big jump is actually pretty easy to negotiate. It's a good place to lay bananas, so people don't have enough speed to make the jump. The hard part of the Peach Circuit is the S turn near the end that drops you directly into the water if you don't watch out. This is also a good area to lay bananas. Learn to take the S turn at full speed, or cut across the grass past the trees to avoid the water drop.



Peach Circuit

Koopa Castle



Bowser's loir is a good race for dirty tricks. Place bananas in the key spots as shown on the map and people will be flying into lava left and right. The stamping blocks also add an element of danger so you can use your bashing skills combined with theirs to knock your opponents silly. Be sure to take care and not fall into the lava yourself by being a bit too eager around the corners. Also, watch for shrinkers.



THE RACERS

SPEED	ACCELER.	GRIP	HANDLING
6	7	7	8

Cute and cuddly, Yoshi is fun to race because he makes you feel all warm and gushy inside. His abilities are a little less than Toad's which makes him a good pick when you're racing against somebody who always races as Toad. Handling is really good, so you should be able to corner easily.

Special Cup



The key to winning here is staying on the course so you don't get slowed down by the flying bononos. Also, don't fall into the river at some of the big turns. The one shortcut is in the cave, where you should try to cut up the mountain past the powerups instead of going all the way around. This saves time. It's possible to do it with good driving, but a speed boost is the way to nail it.

Donkey Jungle Park

Though the standings in the Yoshi Volley race are a mystery, you can guess what the order is by watching the overview race screen and see who is getting messed up and comparing your position to them. Also, always take the porcupine shortcut and miss the egg from squishing you. It's actually not very hard to stay on the course and if you've gotten this far don't worry about falling.



Yoshi Valley

THE RACERS

SPEED	ACCELER.	GRIP	HANDLING
7	3	7	6

Wario is the most fun racer because when you pass people he has an obnoxious laugh that can really burn their butts. He's also pretty fast and if you're an aggressive racer he's the one you'll probably want to choose. The bully of the track, he is second only to Bowser in his ability to knock people off.



Nintendo 64 strategy

The hardest track in the game, Hyuudoro Lake is difficult because it's very easy to fall off the course into the water. The key to winning is to memorize the course and remember where you always fall. You don't need to reduce speed, but, you need to be more careful. Sometimes the powerups and other racers will distract you at the tricky parts of the course. Ignore them, make the turn and win.



Hyuudoro Lake

Rainbow Road



Though Rainbow Road is the final track, I don't think it's that hard to beat. However, the track is very long, so if you make any mistakes it will take you a long time to catch up. Also, you have to watch out for the barking spheres with teeth that will aim for you. Use them to your advantage by knocking your opponents into their gaping mouths. A dirty trick.



SPEED	ACCELER.	GRIP	HANDLING
9	5	6	5

Donkey Kong is the best character for beating all the tracks and getting to the backwards tracks. Though not as fast as Toad, his bigger size makes him less apt to get knocked off the course by other aggressive drivers. If you know the tracks, you can beat them with good old Donkey Kong.

THE RACERS

Virtua Fighter 2

by Wataru Maruyama



ARE YOU SURE THIS IS *VF2*?

There is initial shock at seeing this port of the hit arcade and Saturn game on the Genesis, but the conversion from 3-D to 2-D is pretty impressive. The main question you'll ask yourself is why the game called *Virtua Fighter 2*, since it only has the characters from the first game. The answer is that the character graphics, stage design, music and the majority of moves are from part two. Let's take a closer look at the differences.

ATTACK TIMING

One of the neatest things about this conversion is that the timing of the moves mimics that of its bigger 32-bit cousin. The Genesis can't match the fluidity of the polygon figures, so it has to compensate by spacing out the animations of the characters to maintain combo consistency. Basically, all this means is that if you've mastered *VF2* on the Saturn or in the arcades, it won't take you long to get adjusted to the Genesis version.

THE HEAD-TO-HEAD COMPARISON

It's not very fair too compare the two versions side by side, but it is interesting to note that some of the feel has been retained and the accomplishment is quite substantial.



The Player Select screen is very close to the Saturn version, though the Genesis game does not have Lion or Shun.



This is a more lopsided look at the two games.



Another good look at the two.

SECRETS

Unfortunately, after all the effort of cramming this game onto the aged Genesis platform, there wasn't much room to add any extras. The only code to be found is that when you perform the Dural code (At the character select screen place the cursor on Akira and press **Down**, **Up**, **Right**, **A** + **Left**) you will set the selection timer to 99 instead of the default 20 seconds.

THROWS

A feature added to the sequel is the ability to escape from throws. You throw an opponent by pressing the Guard and Punch buttons at the same time when you are close to the enemy, to break out of a throw, you must press Guard and Punch at around the same time as your opponent grabs you. It's kind of tricky. Throws are most useful when you miss with a move that puts you closer to the opponent; start pressing the throw buttons and either you'll counter your enemy's throw or you'll get one off yourself.

DURAL

The conventional method of beating the game and doing the D, U, R, A, L code have not produced a playable boss character, but there has to be a way to do this and you can bet *T&T* will be the first with this code. In any case, Dural is actually pretty hard to beat in this 16-bit version. (She was tough in other versions as well, so I guess I can't complain!) You'll probably need to find a cheat pattern depending on the character you're using.







THE FIGHTERS

Here are the group of toughs that you'll be able to select from. The moves are in the instruction manual, so we're giving out a ton of strategy tips for every boy and girl.



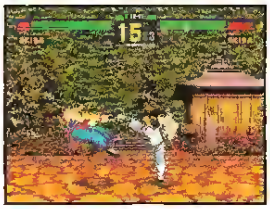
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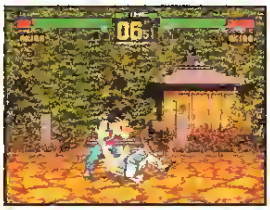


AKIRA



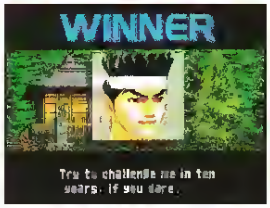
Saturn Strategy

The road to victory for Akira was the use of his rushing elbow attacks and double kicks. These moves were to easiest to execute and had the biggest damage total. Advanced players played defensively, but could easily switch to an all-out offense.



Genesis Strategy

This has changed slightly because of the absence of direct counters for Akira in this version. It is more important to be aggressive and push the opponent with attacks. You can still play defensively, but faster opponents like Sarah, Kage and Jacky will give this style of play some trouble.



Interesting Tidbit

Akira is a Kung-Fu instructor and did not like the movie *Beverly Hills Ninja*. He did, however, enjoy seeing Robin Shou, the actor who played Liu Kang in the *Mortal Kombat* movie.



PAI



Saturn Strategy

Her claim to fame was what many arcade players called her Bee Sting technique. She could dart in and out of an opponent's range and strike with the swiftness of an insect. Pai was also a skilled thrower and this style complemented her vast arsenal of tosses, since she could quickly move in and put you on the ground.



Genesis Strategy

She is still the quickest character in the game, but several of her surprise stinging attacks have been removed. The upswing to this is that she can move in and throw with greater ease than before. Her standard kick is very good for keeping opponents away.



Interesting Tidbit

Pai is an action film star and does all of her own stunts. Her hobby is dancing and she would like to one day star in a movie where she could kick butt and do a little jig afterward.



LAU



Saturn Strategy

Lau was the man with the chopping hands. His main moneymaker was pushing opponents back with his slicing palms and thrusts, which eventually led to a quick Ring Out. Just in case you were able to stop this pattern, he also had a mix of kicks and throws to keep you on your toes.



Genesis Strategy

This has changed just slightly for the Genesis version. His slicing chops still push you back and can knock you in the air. The characters are a little less "floaty", which makes it harder to juggle in the exact same way as the Saturn. His throws are the same, but his kicks are a bit more jointed.

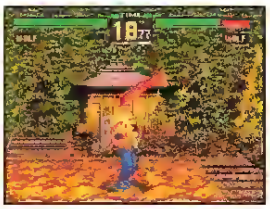


Interesting Tidbit

Lau is a chef and the father of Pai. He wanted Pai to be a cook as well but she rebelled and said she wanted to shoot guns.

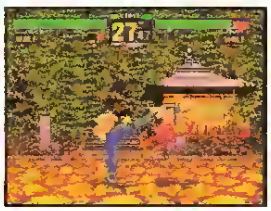


WOLF



Saturn Strategy

Wolf was fairly quick and was a grappler second only to Jeffry. There were a lot of attacks that he could pull on you and they came from many different angles. The main problem with Wolf was that the delay time after his moves was among the longest in the game. Many of his more potent attacks were easy to see and block, but they were also easy to perform.



Genesis Strategy

He has lost quite a bit in this version, about the only saving grace is that he wreaks quite a lot of damage. His mobility has become restricted and his throws are a bit harder to pull off. The main parts of his arsenal now are his punches and upper punches, which can knock opponents into the air. His drop-kick attacks are pretty good and his normal kicks aren't too shabby.



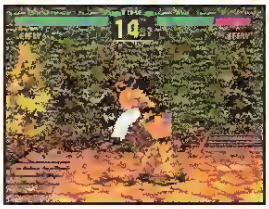
Interesting Tidbit

Wolf is a pro wrestler with a penchant for some Karaoke. He is a big Jackie Chan fan and collects all of his albums.



JEFFRY







Saturn Strategy

One of the premier players in the arcade, Jeffry was a throwing machine who could take a hit and then grab you. His bread-and-butter was the defensive style of play, but he could easily push you back with punches or a devastating knee combo. For Jeffry, it always returns to the throw and he could do that whether you were standing or crouching or grab you from the back.

Genesis Strategy

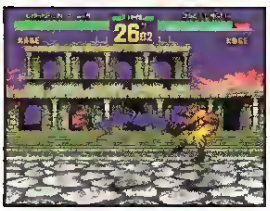
You have to adjust the timing, but you can still dominate with the throw in the Genesis version. The time after an opponent attacks is slightly different and you have to experiment to know when the counter throw after that strike. If you can't get it down right away, you can go to the reliable punch and upper punch like Wolf or try some of his kick smashes, which have better range than the average foot attack.

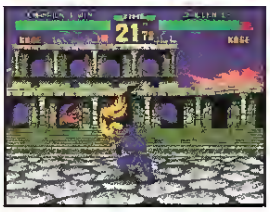
Interesting Tidbit

Jeffry is a fisherman who likes to listen to Reggae music. On many lonely nights, Jeffry sings to the fish he has captured.



KAGE







Saturn Strategy

The trickster was a tough opponent who confused beginners and veterans alike. The only reason that he did not rise in the player rankings was that advanced Jeffry, Akira and Lau players were more powerful and could put a stop to the ninja's hijinks with a devastating throw or direct counter.

Genesis Strategy

The move to this version has strengthened Kage and he is one of the strongest computer-controlled opponents. He is just about as fast as Pai and his throw moves will cancel out hers. It is usually a good idea to concentrate on his kick attacks and mix them up with throws to keep opponents off-balance.

Interesting Tidbit

Kage is a ninja and plays Mah-Jong in his spare time. For an interesting look at Kage enjoying his pastime, check out the ending sequence in *Virtua Fighter Kids*.



SARAH







Saturn Strategy

Long legs solve many problems and that tells the majority of the story for Sarah. Her kick attacks gave her a good reach advantage and she had a good complement of throws, but her lack of diversity and lacking punch attacks led her to the bottom of the player rankings.

Genesis Strategy

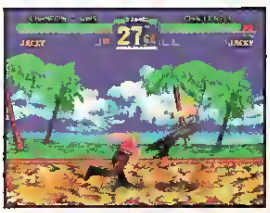
Once again her legs save the day, but her deficiencies have been amplified on this smaller scale. When faced with tough computer or player opponents, she must capitalize on opponent errors and distance advantages instead of going toe-to-toe. Going head-on is difficult only because of some delays in many of her kick attacks.

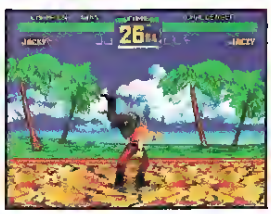
Interesting Tidbit

Sarah is a college student and enjoys skydiving in her free time. She has been brainwashed and is fighting against her brother Jacky who must try to save her.



JACKY







Saturn Strategy

Jacky is a powered-up version of Sarah with more hit damage, but fewer leg strikes and slower reaction. His power boosts him higher in the rankings, but the lack of throw variety does hurt him. He is best as an offensive player and his power allows him to play defensive and mount a comeback when the time is right.

Genesis Strategy

Not much has changed and we find our champion of family bonding wreaking the same amount of havoc as in other versions. Make the most of his spinning punches and kicks to confuse the computer. There is an odd delay in spin punch and kick combos that has to do with the method of saving memory by re-using animation frames, this causes an odd graphic look that fools you into thinking an attack is finished when it is not.

Interesting Tidbit

Jacky is an Indy car racer who considers training to be a hobby. He has a big shoe collection and like steel-toed boots the best.

Funco Mail Order

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Ecco-Tides/Time	18	Son c Chaos	15
Ecco The Dolphin	17	Son c Hdghog	12
G Loc	9	Son c Hdghog 2	9
Garfield Caught	19	Son c Spinball	22
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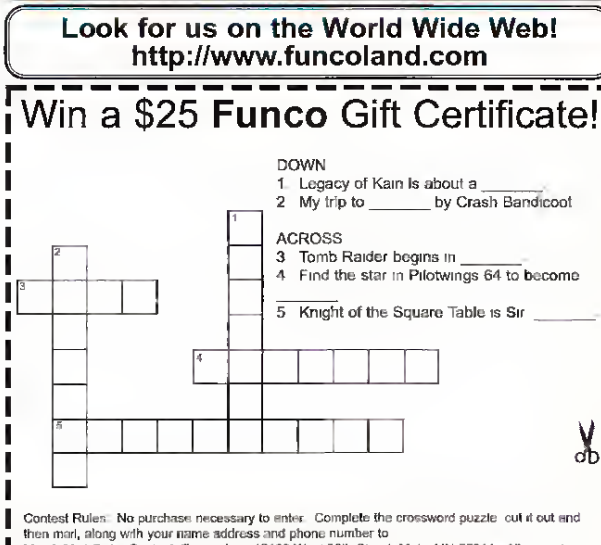
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ACROSS
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3D LEMMINGS

Stage Select

To start at any stage, choose "Codes" from the main menu and enter the password "LAMPWICK". Highlight "End" and press ×, the message "Password Correct" will appear. Now choose a difficulty level and select "Play"; a stage-select menu will appear that allows you to start at any point in the game.

ADIDAS POWER SOCCER

Dream Team

At the player-select screen—the one that shows the formations at the top—just before the match starts—press L2 + R2 + □ + × simultaneously; do this several times until the name of your team changes to "Dream Team!" Now you have a super-powered team.

THE ADVENTURES OF LOMAX

Stage Select

During the game, hold Down on the D-pad and press START to pause. While paused, hold Up and press △, ○, ×, □. Two small numbers will appear on the left side of the screen. Press START to unpause, then hold L1 and press SELECT repeatedly change the left number to the number of the stage you wish to go to. Once you've decided, hold L1 and press START to warp there. To remove the numbers from the screen, just re-enter the same code.

Stage Warp

With the numbers on screen as described, hold L1 and press □ to make Lomax fly. Use the D-pad to move him anywhere in the current stage, even through obstacles. When you're ready to land, hold L1 and press □ again.

AGILE WARRIOR F-111X

Invincibility

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, □.

Maximum Fuel and Armor

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down** ×, △, △, △, △, ○.

All Weapons=999

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down** ×, **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2**.

Toggle Minimum Speed

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, △, × Now your minimum speed is zero; hold L1 to hover.

Hidden Camera Angles

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, **Up, Down, Left, Right**. Repeat the code for new views.

Mission Complete

Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, △, **Down, Down, Down**

"Dancer" Cheat

If you complete all ten missions in *Agile Warrior*, you'll get treated to a little full-motion video "R & R" courtesy of your commanding officer. However, if you want to skip directly to this scene, simply pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, **Down**, ×, **Down**, ×, **Down**, ×, **Down**, ×, **Down**, × Now abort the game or finish the current mission, the next time you go into a mission briefing, you'll see the hidden footage.

Play Your Own CD

During the game, press the OPEN button on the PlayStation, remove the disc and replace it with your favorite music CD. Before you close the lid, use the L and R buttons to choose a track and set the music volume according to the on-screen instructions, then go ahead and play the game with your own musical accompaniment. Once you've used this feature, an extra photo of the game's creators will appear under "Credits" at the option menu.

AIR COMBAT

Secret Loading Screen

Hold the R1 and ○ buttons at any point in the game when the standard "bird logo" loading screen is about to appear. If the "bird" screen appears, you're too late—but if you held the buttons down at the right time, you should see a new, black loading screen with little compact discs bouncing around.

Hidden Game

When the secret CD loading menu appears as described above, quickly press **Up, Left, Down, Right**. A tiny picture of a Fygar—the dragon character from Namco's classic *Dig Dug* arcade game—will appear in the lower left corner of the screen to indicate that the code worked. With this cheat in place, start the game, or return to the title screen and continue to reach the "loading" screen again. This time, don't hold any buttons—the "loading" menu will be replaced by a strange hidden game in which you must steer the *Air Combat* bird symbol around the screen and destroy as many of the passing ships and missiles as you can before a tiny bird can walk from the left side of the screen to the right. Use the L2 and R2 (or Left and ○) buttons to spin the symbol clockwise and counter-clockwise; if you don't press any buttons, you'll crash into a wall and die. Tap the R1 button to toggle between three different control configurations.

999,999,000 Credits

At the special CD loading menu, quickly press **Down**, ○, △, △, △, ○, △, ○, △, then press ○+△ simultaneously twice and hold both buttons down after the second press. You'll see a Pooka character from *Dig Dug* appear in the corner of the screen. Now start the game and visit the fighter select screen. You'll see that you have instantly earned an incredible 999,999,000 credits which you can use to buy any ship or wingman available.

ALIEN TRILOGY

Level Skip

Go to the password screen and enter the password "G0LVL" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "G0LVL34".) Highlight "Accept" and press the × button, you'll see the words "Cheats Activated" on the screen. Now quit to the title screen and select "Start Game" to start at the level you chose. If you enter the password "G0LVL35", you'll see the video sequence from the end of the game.

Cheat Mode

Enter the password "1G0TP1NKRC1DB00TS0N", highlight "Accept" and press the × button, you'll see the words "Cheats Activated" on the screen. Now quit to the main menu, you'll find a new option called "Cheats", this allows you to become invincible or start on any stage.

AREA 51

Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

ASSAULT RIGS

Access All Weapons

During the game, quickly press **Left, Right, Left, Left, Right, Left, Right, Right Up, Down Up, Up, Down, Up, Down, Down** You now have a full supply of every single weapon in the game. This code will not work while the game is paused, you must enter it during the action on any stage. Repeat the code whenever necessary to refill your ammo.

Invincibility

Also during the game, quickly press **Left**, ×, **Left**, ×, **Left, Left**, ×, **Right**, ×, **Right**, ×, ×.

Now your tank cannot be harmed. Note: This code will not work while the game is paused.

BASES LOADED '96: DOUBLE HEADER

Automatic Home Runs

During a game of *Double Header*, press the **START** button to pause, then grab Controller 2 and press △, □, ×, ○, ○, ○. You'll hear a piano sound. Next, press the **L1** button (also on Controller 2), you'll hear the words, "Home run!" Now you will hit a home run every time your batter makes contact with the ball—even if it's a bunt. To disable this cheat, simply enter the code again, when you press **L1**, you'll hear the word, "Safe!"

Skip Innings

To advance through a game quicker, press the **START** button to pause, then press △, □, ×, ○, ○, ○ on Controller 2. You'll hear a piano sound. Next, press the × button (also on Controller 2), the words, "Let's Go Inning" will appear on the screen. Press × on Controller 2 to change the inning number, then press **START** to return to the game in the inning you chose. If the game is tied when you enter this code, you'll be able to select all the way up to the 18th inning.

Computer Control

To give the computer control over your team, pause the game and press △, □, ×, ○, ○, ○ on Controller 2. After you hear the piano sound, press the **L2** button on Controller 2; you'll hear a beep to confirm the code. If you want to regain control of your team, simply pause the game and enter the code again.

BATMAN FOREVER: THE ARCADE GAME

Batman's Special Moves & Combos

Lunge Grab—→ → + Punch
Hop Kick—→ → + Kick
Uppercut—↓ ↘ → + Punch
Sliding Kick—↓ ↘ → + Kick
Roundhouse Kick—← → + Kick
Block—Hold Punch + Kick (Move D-pad to evade)
Taser Combo—With taser, Hop Kick, Hop Kick, Hop Kick (repeat)
Long Combo—Roundhouse Kick, Punch, Punch, Sliding Kick, Kick, Uppercut, Punch, (repeat Sliding Kick, Kick, Uppercut, Punch until frenzy)

Robin's Special Moves & Combos

Palm Strike—→ → + Punch
Flick Flack—→ → + Kick
Flash Kick—↓ ↘ → + Kick
Reverse Flash Kick—← → + Kick
Jump Kick—Jump, Kick (no kidding)
Twist Kick—Jump, ↓ + Kick
Block—Hold Punch + Kick (move D-pad to evade)
Taser Combo—With taser, Flick Flack, Flick Flack, Flick-Flack (repeat)
Long Combo—Flash Kick, Punch, Punch, Kick, Kick, Punch, Punch, Flash Kick (repeat Flash Kick until frenzy)

Tips & Secrets

- If an enemy throws a barrel, tire or other object at you, you can catch it by pressing the Punch button as the object nears you.
- If you select the VR bonus before entering Stage 4, you can destroy the helicopter easily by using the VR to freeze all of the enemies just as the helicopter appears. Now you can ignore the enemies and concentrate on firing super batarangs at the helicopter.
- When the Monarch Bat makes its sweeping attack, press Punch + Kick to block, you won't take any damage. However, blocking will not protect you from the bat's fire attack.
- At the start of the game, if you jump on the hood of the Batmobile and stay there, you can prevent it from driving away so quickly.

BATTLE ARENA TOSHINDEN

Boss Codes

Turn the game on and wait for the title screen to appear. While the words "1P GAME," "VS HUMAN," "VS COMPUTER" and "OPTIONS" are flying in from both sides of the screen, quickly press ↓ ↙ ← + □ before all of the text appears. You'll hear "Fight!" and the small text on the title screen will change from blue to pink. (If you don't get it to register the first time, you must wait for the demo to begin or start a game and cancel to return to the title screen; the code won't work if you're returning to the title screen from the Options menu.) At the fighter-select screen, highlight Eiji, hold Up on the D-pad and press any action button.

To play as Sho, first enter the Gaia code. Next, wait for the title screen to appear again as described above. This time, while the words are flying into the screen, press → ← → ← + □ on Controller 2; you'll hear "Fight!" again and the text will change from pink to a greenish color. With that code in place, start a game. At the fighter-select screen, highlight Kayin, hold Down on the D-pad and press any action button. To choose the alternate-color version of Gaia or Sho, press SELECT before you hold the appropriate direction on the D-pad as described while choosing each character.

Easy Desperation Moves

Visit the option menu and configure your controller so that the L and R buttons are set up to trigger "Special 1", "Special 2", Special 3" and "Special 4"—setting A4 is a good example. Now you can trigger any character's desperation attack simply by pressing all four L and R buttons at exactly the same time whenever your energy bar is flashing red. Note that you can only choose the "special" control settings when the game's difficulty is set at "Easy" or "Very Easy"—unless you use the "Easy Special Attacks" code listed below.

Easy Super Moves

First, enter both "boss" codes to access Gaia and Sho as described above. With those codes in place, wait for the demo to begin again, then return to the title screen once more and press ↙ + × on Controller 1 while the words are zooming in. You'll hear the word "Fantastic!" and the text will change to white. With this code in place, set the Control Type for all four "Specials" as described in the "Easy Desperation Moves" code above. Now, at any time during the game, you can trigger one of your character's "Super" attacks simply by holding the SELECT button and pressing all four L and R buttons at exactly the same time.

Easy Special Attacks at Any Difficulty Setting

Once you've entered all three title-screen codes as explained above, wait for the demo to start and return to the title screen as before. While the words are zooming into the screen, press → ← → ← + □ on Controller 2; you'll hear "Fantastic!" again and the text will change to yellow. With this code in place, you will be able to choose the "Special" Control Types—A3, A4, etc—at any difficulty setting, not just "Very Easy" and "Easy".

BLACK DAWN

Secret Deathmatch Mode

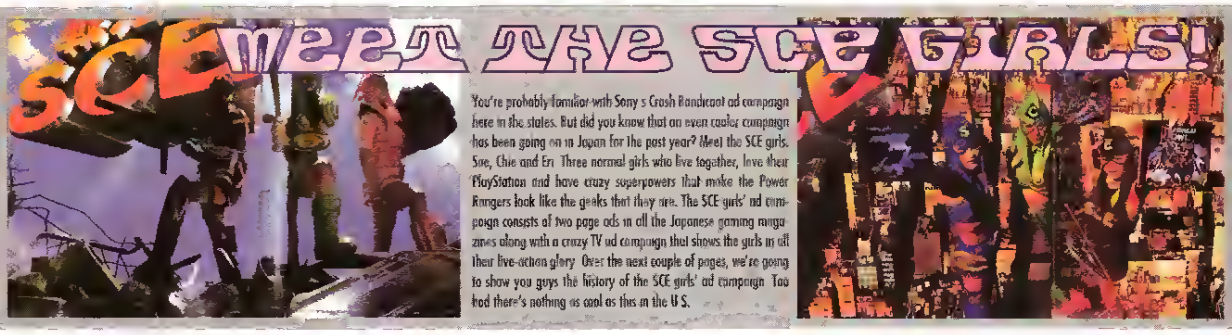
At the main title screen, hold SELECT + R2 on both controllers; the title screen menu will change, allowing a "Two Player Vs." option. This new game mode plays like Atari's classic top-down two player *Combat* game, complete with "wraparound" screens.

Maximum Fuel & Ammo

Press START to pause the game, then press SELECT, L2, SELECT, R2, △, △, △, ○.

Acquire Wingman

Press START to pause the game, then press SELECT, L2, SELECT, R2, □, □, □, ○.



You're probably familiar with Sony's Crash Bandicoot ad campaign here in the states. But did you know that an even cooler campaign has been going on in Japan for the past year? Meet the SCE girls. Sue, Chie and Eri. Three normal girls who live together, love their PlayStation and have crazy superpowers that make the Power Rangers look like the geeks that they are. The SCE girls' ad campaign consists of two page ads in all the Japanese gaming mags along with a crazy TV ad campaign that shows the girls in all their live-action glory. Over the next couple of pages, we're going to show you guys the history of the SCE girls' ad campaign. Too bad there's nothing as cool as this in the U.S.

Maximum Weapons
Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, L1, L2, R1, R2**.
Upgrade Gun
Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, SELECT, SELECT, SELECT**.
Upgrade Current Weapon
Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, L1, L1, R1, R1**.
Complete Current Mission
Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, △, →, ←, Down, Down, Down**.

BOGEY DEAD 6

Secret Camera Angle
Choose your fighter at the plane select screen, then, when the "Now Loading..." message appears, press and hold **L1 + L2 + R1 + R2**. When the game starts, press **SELECT** to cycle through the different camera angles, you'll find a new "chase plane" view that lets you play without all of those annoying cockpit instruments in your face.
Access All Fighters
At the Fighter Select screen, press **Left, Left, Right, Down, Up, Down, Right, SELECT**. You'll hear a shout and all of the fighters will become available for you to choose.
Access All Missions
At the Mission Select map in Mission mode, just press **Up, Down, Down, Right, Left, Down, Up, △**. You'll hear a shout and all of the missions will become available for you to choose.

BUST-A-MOVE 2: ARCADE EDITION

Extra Credits
Choose "Options" from the title screen, then, at the Options menu, press **Left, Right, R1, R2, L2, L1, Up, Down**. A 30-second timer will appear in the upper right corner of the screen. Now quickly highlight the "Credits" option and start tapping the button as quickly as you can. Pressing four times gives you one credit. Press it five more times for another extra credit, six more times for another, and so on; the number of times you must press the button to get the credit increases by one for each credit you earn. You'll see the "Credit" counter in the lower right corner start to increase as you're tapping, but it gets more and more difficult as the timer counts down. When the timer runs out, that's it. You can return to the title screen and try the code again to accumulate more credits, but the total credits will be cut down to nine each time you return to the Option menu. Also, if you use an auto-fire controller, the Credit counter may reset to 1 if you manage to get over 30 credits.
Another World
At the title screen—while the words "Press Start" are flashing—press **R1, Up, L2, Down**. You'll see a little green guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a freaky, surreal world that's totally different from the normal "Puzzle Game" setting.
Character Select
If you're sick of the green dinosaur Bub, try this trick. Start the game in Puzzle Game mode. When the map screen appears, press **Left, Left, Up, Down**, then press **L1+L2+R1+R2** simultaneously. A secret "Character Select" menu will appear. Press **Left** or **Right** to change to a different character, then press any of the four action buttons to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

COLLEGE SLAM

Secret Teams
At the *College Slam* title screen—while the words "Press Start" are flashing—press **Left, Up, ○, Up, Down, Up, Right, △**. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing Down when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose "Daytona Beach" or "Palm Springs", you'll find a new option called "Edit Frat" that allows you to change the Greek letters on the team insignia.
Vs. Screen Cheats
Choose "Head-to-Head" at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up...", enter one of the following cheats:
Quick Hands—**Left, →, ○, ○, Up**
Max Power—**←, Down, ↓, Right**
Power-Up Goaltending—**Down, Down, Down, Up, Up, Up**
Power-Up Fire—**Left, Right, Left, Right, Up, Down, Down**
Power-Up Turbo—**Down, △, Down, Down, Up**
Power-Up Offense—**Right, Up, Down, Down, Up**
Power-Up 3-Pointers—**Up, Up, Up, △, △, △**
Power-Up Dunks—**Down, Up, Down, Up, Down, Up**
Power-Up Push—**Up, ↘, Up, ○, Up, Up**
Push opponent and both fall—**Up, Left, Left**
Push opponent and only his teammate falls—**Down, ←, Down, ←, Down, △**
High Shots—**Up, Up, Up, Up, Up, Up, Down**
Speed-Up—**Right, Right, Right, Right, Right, Right, Left**
Whirlwind—**Up, Right, Down, Left, Up, Right, Down**

CRASH BANDICOOT

Password
Enter the following password to gain access to any stage with all gems and keys collected:

□ □
△ ○ △ ↓ ↑ □ →

DESCENT

Turbo Mode
At any time during gameplay—*not* while the game is paused—press **↑, →, ↓, ←, ○, ↑, ↓, ←, ○, →, ↑, →**. You'll hear a woman's voice say, "Cheater!" and the words "Turbo Mode On" will appear at the top of the screen. Now the gameplay is much faster. To turn Turbo Mode off, simply enter the code again.
Shield Recharge
Also during gameplay—not while paused—press **↑, ↓, ←, →, □, ○, △, ↑, ↓, ←, →, △**. You'll hear a woman's voice say, "Cheater!" and the words "Shields Recharged" will appear at the top of the screen, indicating that all damage to your shields has been repaired. Repeat this code whenever necessary to keep yourself alive.
Invincibility
At any time during gameplay—*not* while the game is paused—press **↑, △, ○, →, □, △, ○, ○, ↑, △, ↓, →**. You'll hear a woman's voice say, "Cheater!" and the words "Invulnerability On" will appear. Now you can't be harmed.
Access All Keys
Also during gameplay—not while paused—press **□, ↑, ○, △, ↓, ←, △, □, △, ↑, △, ↓, □**. You'll hear a woman's voice say, "Cheater!" and the words "All Keys!" will appear at the top of the screen, indicating that you can go through any door in the current level.
Access All Weapons
During gameplay—not while paused—press **△, →, ○, ↓, △, ↑, □, △, □, ↓, ↑, ○, →**. The words "Mega Wowie-Zowie!" will appear on the screen, now you have a surplus of every special weapon in the game.
Stage Select/Extra Difficulty Levels
Enter the following code during gameplay (not while paused): **△, ↑, ↓, △, ○, ○, ↓, ←, △, ○, □, →**. The words "Full Level Access Granted" will appear on the screen. Now pause the game and choose "Quit Game", then select "New Game" from the main menu. Note that two new difficulty levels have appeared, "Ace" and "Insane". Better yet, you'll find that when you reach the galaxy map screen, you can move around and start the game at any stage, including the secret levels.

DESTRUCTION DERBY

Hidden Track
Choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "REFLECT!". Next, return to the main menu and choose any single-course mode except those under "Destruction Derby". (For example, "Wreckin' Racing/Race Practice".) Now choose a track, you'll find a new course called "Ruined Monastery".
Opponent Select
As above, choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "NPLAYERS". Next, return to the main menu and choose any single-track mode except those under "Destruction Derby". Now choose a course, after you make your selection, you'll get a secret menu prompt that lets you change the number of cars in the race. Set the number at "1" and you'll be the only car on the track.
Invincibility
As above, choose the "Championship" option in any of the competitive modes and enter your name as "!DAMAGE!". Next, return to the main menu and choose any game mode. Your car will no longer take any damage, you're completely invincible.

DIE HARD TRILOGY

Die Hard Cheats
Each of the following codes works in the "Die Hard" portion of the game.
Invincibility—Press **START** to pause, then hold **R2** and press **Left, Right, Up, Down, ←**.
Stick-Man Mode—Press **START** to pause, then hold the **R2** button and press **△** ten times, then **Right** four times.
Silly Mode—Press **START** to pause, then hold the **R2** button and press **Down, ○, ○, Down, →, Down**.
Die Harder Cheats
Each of the following codes works in the "Die Harder" portion of the game.
Invincibility—Press **START** to pause, then hold the **R2** button and press **Down, △, Right, ←**. Your health will go down, but you won't die when it's gone.
Fergus Mode—Press **START** to pause, then hold the **R2** button and press **○, Down, Down, ↓, →, ←**. Now all of the characters in the game will have the face of Fergus McGovern, head of Probe Entertainment.
Die Hard With a Vengeance Cheats
Each of these codes works in the "Die Hard With a Vengeance" portion of the game.
Big Cars—Press **START** to pause, then hold the **R2** button and press **Left, ↓, Right, Down**.
Chase View—Press **START** to pause, then hold the **R2** button and press **Down, ○, Down, ○**. This adds a new camera angle to the available options.

DOOM

Cheat Codes
Each of the following cheats must be entered while the game is paused.
Map All Lines On—**△, △, L2, R2, L2, R2, R1, ○**
Map All Things On—**↓, △, L2, R2, L2, R2, R1, ○**
Lots of Goodies!—**↓, △, L1, Up, Down, R2, Left, Left**
All Powerful Mode On (Invincibility)—**Down, L2, ↓, R1, Right, L1, Left, ○**
X-Ray Vision—**L1, R2, L2, R1, Right, →, ↓, Right**
Level Warp—**Right, Left, R2, R1, ↓, L1, ○, (use Left or Right to change the stage number.)**

FINAL DOOM

Cheat Codes
All of the cheat codes listed above for *Doom* will work with *Final Doom*.

FORMULA 1

Cheat Codes
Each of the following codes can be entered at the "Race Qualify" menu, the last menu screen before the start of a race. A message will appear to confirm each code.
Gibberish Mode—Hold **SELECT** and press **Left ○, Up, Down, Down, Right, ○, □, □**.
Buggy Mode—Hold **SELECT** and press **Right, Up, →, Left, Up, ↓, △**.
Bike Mode—Hold **SELECT** and press **Down, Up ○, ←, Right, Up, ↓, △**.
Lava Mode—Hold **SELECT** and press **↑, ○, Up, Right, Right, ○**.
German Commentary—Hold **SELECT** and press **Down, Up, Left, Left, ↓, ○**.
Bonus Track—Hold **SELECT** and press **Left, ○, ○, →, ←, ○, Up, Right**. With this code in place, you must start a race and cancel out of it before you can return to the Circuit Select menu and find the "Grand Champion" bonus track.

GOAL STORM

Easter Island Heads
When the words "Press Start" appear on the title screen, quickly press **Up, Up, Down, Down, Left, Right, Left, Right, →, ○**. You'll hear the crowd cheer to confirm the code. When the game starts, you'll see that all of the players on your team have giant Easter Island heads of stone. Note: If both Player 1 and Player 2 enter the code at the title screen, then both teams will get the funky heads.
Invisible Players
At the title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, ↓, →**. You'll hear the crowd roar to confirm the code. Now when you start the game, press **SELECT** to change the camera angle. You'll find that—in addition to the standard three camera angles—there is a new camera setting that takes you slightly closer to the action. When you play with this new camera angle, only one or two players will be visible on the field. The rest of the players are still there, however.

GUNSHIP

Invincibility
Listen to the mission briefing and begin the game. At the Loading screen, when you see the graphic of the helicopter, press **L1 + L2 + R2 + R2** buttons simultaneously and hold them down until the Loading screen is gone. As soon as the Mission Screen appears, you will see the word "Cheat" in the upper left corner. Now you can't be shot down, but you can still crash into mountains.

IN THE HUNT

Stage Select
At the title screen menu, highlight "Start", hold the D-pad in the Up/Left position, hold **SELECT** and press the **○** button. A stage-select menu will appear at the top of the screen. Choose any starting stage, warp to any of four different endings or choose "Vs Fight" to play a special two-player shootout game.





Of course, Sae, Chie, and Eri have the ultimate set-up in their room. With two Sony TVs, two linked PlayStations, a VCR, laser disc player and stereo, they take their entertainment seriously. Which doesn't mean that they neglect their studies. Notice that while Chie plays, Eri and Sae are reading game magazines.



Infinite Continues
When you've used up your last continue and the "Continue" countdown comes up with the words "Game Over" flashing in your corner of the screen, just hold the L1 and SELECT buttons and press START. You'll get five additional continues. Repeat this code whenever you run out of credits.

INTERNATIONAL TRACK & FIELD

Secret Surprises
• In the Long Jump or Triple Jump, if your jump is exactly 1.11 meters, 2.22 meters or 3.33 meters, a mole will appear from the ground.
• In the Shot Put, if your throw is exactly 1.11 meters, 2.22 meters or 3.33 meters, a dinosaur will appear behind the crowd.
• In the Hammer Throw, if your throw is exactly 1.01 meters, 21.21 meters or 35.35 meters, a balloon will appear from the crowd.
• In the Discus Throw, if your throw is exactly 1.01 meters, 21.21 meters or 35.35 meters, a flock of pigeons will appear in the sky.
• In the Javelin Throw, if you throw with maximum power at an angle of over 60 degrees, you'll hit a U.F.O., which will fall into the stadium.
• In the High Jump, if you qualify with your first attempt, set the bar at least 40cm higher for your second attempt. If you make it, a blimp will appear during your third jump.
• In the Pole Vault, if you qualify with your first attempt, set the bar at least 40cm higher for your second attempt. If you make it, a space shuttle will appear during your third jump.
Skimpier Swimsuits
At the Game Select menu, highlight "100m Free Style" and press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, ○, ×. Instead of the standard one piece swimsuits, the contestants will all be wearing bikinis.

JUMPING FLASH!

Stage Select
At the *Jumping Flash* title screen, press **Up**, **Up**, **Down**, **Down**, ←, →, **Left**, **Right**, **Left**, **Right**, ↖, △, ↗, △. The color of the text box will change from blue to reddish if you've entered the code properly. Now start the game, when the World Map appears, press **Right** repeatedly to skip to different stages.

THE KING OF FIGHTERS '95

Boss Code
Choose "Team Play" at the main menu. When the "Team Edit" question comes up, choose "Yes". Now at the character-select screen, hold the START button and press **Up** + ○, then **Right** + □, then **Left** + □, then **Down** + △. The boss characters Omega Rugal and Saishu Kusanagi will appear on the menu as playable fighters.
Duplicate Characters
Choose "Team Play" at the main menu. When the "Team Edit" question comes up, choose "Yes". Now at the character select screen, hold the START button and press **Down** + △, then **Left** + □, then **Right** + □, then **Up** + ○. Now you can select your favorite character more than once when choosing the members of your team, you can even make a team that consists of three "copies" of the same fighter.

KRAZY IVAN

Stage Select
At the arena select screen with the globe in the background, highlight Russia, the only available mission at the start of the game. Next, press **Right** but before the Japan mission information appears, press ↗ + **Down/Left** on the D-pad and hold them. You'll see the globe bouncing through the different arenas. Now release the buttons to begin at whatever arena is facing you on the globe at the moment you let go. You won't see the names of the missions as they pass by, so it's difficult to tell which one you've selected, but with practice you can pick the one you want by counting the rotations of the globe or by watching the position of the sun and planets in the background.

LOADED

All the Cheats
At any time during the game, press the **START** button to pause. When the pause menu appears, hold the L1 and L2 buttons for approximately ten seconds; this will "lock" the red rectangular cursor in place. If you can still move the cursor up and down with the D-pad, then you need to hold the L1 and L2 buttons a little bit longer. After the cursor is locked up, continue to hold the L1 and L2 buttons and enter the following codes to add cheat options to the pause menu:
AMMO: **Down**, **Right**, ○, **Left**, **Right**, ○. Select this option to boost your ammo.
HEALTH: **Right**, **Right**, **Left**, **Down**, **Down**, **Up**, △, ○. Use this option to refill your energy meter.
POWER: **Right**, **Down**, **Right**, △. This option will power up your weapon.
LIVES: **Left**, **Down**, **Right**, △, →, ×, ○. This option gives you one extra life each time you press the button.
SMART: **R1**, **R2**, ×, △, ¯, ○, **R1**, **R2**, ○, ○, ⊥. Get one extra smart bomb each time you press the button with this option highlighted.
SKIP LEVEL: ×, **R1**, △, **R1**, □, ○, **R2**, **R2**, ×, ¯, △, ×. Use this option to skip the current level and start on the next stage.

MACHINE HEAD

Infinite Energy
At the main menu, press ○, **L1**, **L1**, **L1**, ○, **L1**, ○, ○, **L1**, ○, ○, ○, **L1**, **L1**, **L1**, **L1**, **L1**, ○, ○, **L1**.
Infinite Ammunition
At the main menu, press ○, ○, ○, ○, **L1**, ○, **L1**, **L1**, ○, **L1**, **L1**, ○, **L1**, ○, **L1**, **L1**, **L1**, **L1**.
Level Select
At the main menu, press **L1**, ○, **L1**, **L1**, **L1**, ○, ○, ○, ○, **L1**, **L1**, ○, ○, **L1**, ○, **L1**, ○, ○, ○, ○. With that code in place, press **R1** repeatedly to choose your starting stage; the stage names will appear on the screen. If you skip too far ahead, use **R2** to go back through the list.

MADDEN NFL 97

Secret Teams
Choose "Exhibition" and select your teams. After the controller setup screen, the User Records screen will appear. Register your name as "TIBURON" and press ×, then press the ○ button three times to return to the Team Select screen, where you'll find eight powerful hidden teams, including an "All-Time All-Madden" team and AFC and NFC Pro Bowl teams.
Cinematics Menu
Turn the PlayStation on and hold the **L1** or **R1** button while the game loads. After the copyright screen, you'll get a secret "Cinematics" menu that lets you see any of the rendered cinema scenes from the game.

MORTAL KOMBAT 3

Play as Smoke
During the opening demo—anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing **R1** once, △ six times, × six times and ○ nine times. You'll hear Shao Kahn say, "Out standing!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes.
Secret Cheat Mode
During the opening demo, quickly press ×, ○, △, **R1**, **R1**, **R2**, **R2**, **R1**, **R1**. You'll hear Shao Kahn say, "You will never win." Now press **START**, when the stone block appears with the word "KOMBAT" in red, press **Up** to access a secret cheat menu.
Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round. If you have trouble remembering this code, here's a simpler version: During the opening demo, press × **L1** **L2**. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

MORTAL KOMBAT TRILOGY

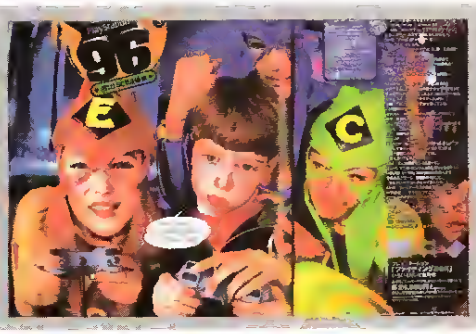
Stage Select
At the character-select screen, highlight Sonya, hold **Up** and press **START**, you'll hear a signal to confirm. Now choose your fighter, before the match begins, a menu will appear that allows you to choose the arena you want to start in.
Secret Character
At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Frmac, etc.). Before the fight starts, hold **Run** + **Block** + **High Punch** + **High Kick** and point the D-pad **Away** from your opponent. Hold all of these buttons down until the fight begins, your character will explode and change into a secret character called Chameleon, a semi-transparent ninja who randomly morphs into other ninja characters.
Secret Cheat Menu
Choose "Options" from the main menu, then highlight "Game Configure" and hold L1 + L2 + R1 + R2 + **Up**. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery." Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows:
• Fatality 1—Press △ when "Finish Him/Her" appears.
• Fatality 2—Press ○ when "Finish Him/Her" appears.
• Animality—Press L2 when "Finish Him/Her" appears.
• Friendship—Press **R1** when "Finish Him/Her" appears.
• Brutality—Press L1 when "Finish Him/Her" appears.

NBA JAM EXTREME

Secret Teams
To access special teams, enter the initials and birthdates as shown:
All-Star East, Team 1—LMH Jun 28
All-Star East, Team 2—EST Mar 14
All-Star West, Team 1—WST Jul 12
All-Star West, Team 2—RMC Apr 21
Smiley Team—MJT Mar 22
Random Select
At the team select screen, hold **Up** and press R1 to choose a random team. Once your team has been chosen, you can hold **Up** and press R1 again to choose two players at random.
Stealth Select
At the team-select screen, hold **Down** and press R1. Your cursor and team choices will disappear. Now you can move the cursor to choose a team without your opponent knowing which one you've picked.

NBA JAM T.E

Secret Characters
To access a secret character, hold the L1 and R1 buttons and enter the initials and birthdates as follows:
Bill Clinton—BIL Jun 3
Hilary Clinton—HIL Nov 6
Prince Charles—CHA May 4
Heavy D—HEA Jan 9
Jazzy Jeff—JAZ Oct 9
Fresh Prince—FRS Feb 2
Frank Thomas—FNK Jan 8
Larry Bird—LAR Jan 15
Benny the Bull—BEN Sep 20
Charlotte Hornet—HOR Jan 12
Minnesota Timberwolf—WOR Mar 7
Phoenix Suns Gorilla—APE Apr 2
Adrock—ADR Apr 6
MCA—MCA Apr 9
Mike D—M_D Jul 1
Moore—MOF Jun 8
Gordon—GOR Jul 3
Renaldo—REN Feb 4
Shelley—SHY Jun 8
Blaze—BLZ Jan 14
Turmell—TUR Jan 31
DiVita—DIV Jul 3
Goskie—GOS Jan 6
Rivett—REV Jul 6
Carlton—CAL Mar 25
Liptak—LIP Jan 14
Magic Hair—STH Dec 8
Kirby—GHR Dec 18
Moon—JAY Aug 24
Falcus—JAS Nov 16
Snake—SNK Jun 15
Hill—ZIG Apr 7
Catling—CAT Jan 2
Hutchinson—BAR Apr 9
Falcus—DAZ Aug 6
Hodgson—HOG Dec 31
Tunnicliff—SAT May 7
Whitaker—JAX Mar 1
Muskett—MUS Dec 24
McHugh—BAA Jul 19
Higgins—TOM Feb 19
Gray—ROB Feb 23
Feinstein—DAN Jan 2
Burgess—LIZ Aug 7
Gunter—GUN Jan 11
Rosen—SAW Apr 10
Wanat—WAN Jun 10
Chaudhri—CHD May 5
Gow—GOW Jun 17
Thienvanich—THI Nov 1
Kuby—KUB Apr 14
DeLuca—DEF Oct 19
Samulski—AIR Jan 21
Extended Roster
Each of the NBA teams in *Jam T.E* has more than three players available to choose from. To find these hidden bonus characters, just put the cursor on the team you'd like to choose, hold the **SELECT** button and rotate the D-pad in a counter clockwise direction. A card will drop from the top of the screen that says "EXTENDED ROSTER", now you'll see extra players as you toggle through the line-ups with the **SELECT** button. Note that if you choose the extended roster for one team, then decide to choose a different team, the extended roster will not be available for the second team. This trick also works at the "Substitution" screen.



How can you tell them apart? Well, Sae (the oldest at 25) is blue, Chie (19 years old) is green and Eri (17) is red. Along with helping weird-looking kids master PlayStation games, they also fight crime with their superpowers. Pretty tough, huh?



Power Up Codes
Each of these codes must be performed at the "Vs." screen, when the announcer is saying, "Tonight's match-up...etc."
Display Shot Percentage: ↑ ↑ ↓ ↓ △
Powerup Dunks: ← → × ○ ○ ×
Powerup Defense: → ↑ ↓ → ↓ ↑
Powerup 3-Pointers: ↑ ↓ ← → ← ↓ ↑
Powerup Fire: ↓ → → ○ △ ←
Quick Hands: ← ← ← ← ○ →
Max Power: → → ← → × ‹ →
High Shots: ↑ ↓ ↑ ↓ → ↑ ○ ○ ○ ○ ↓
Push one opponent and both fall: ↑ ↑ ↑ ↑ ↑ ← ← ← ← ○ ○
Push one opponent and only his teammate falls: ↑ ↑ ↑ ↑ ← ← ← ← ← ○ △
Baby Mode: ○ ○ ¯
Huge Mode: △ × △ × △ × △ × △ × △ × △ ×
Big Head: △ ¯ × ○ △ ¯ × ○
Mammoth Head: ○ × ¯ △ ○ × △ ○ × △ ○ × _ △

NBA SHOOT OUT

All-Star Weekend
Choose "Exhibition" from the main option menu, then, at the "Exhibition" menu, press **R1, L1, R1, L1, R2, L2, R2, L2**. You'll see a new option called "All Stars" at the bottom of the screen. Set this option to "94/95" to play an exhibition match in Phoenix; the court will be decorated with the '94-'95 All-Star Weekend logo. Better yet, if you press **R1, R1, R2, R2, L1, L2, L1, L2** at the Exhibition menu, the "All Stars" option will also allow you to choose to play a game in San Antonio with the court decorated as it was for the '95/'96 All-Star game. The teams will be called "Western Conference" and "Eastern Conference", but the players will still be those from the team you select.
Sneak Peek
If you want to get a better look at the cheerleaders who appear during halftime, just hold the **L1, L2, R1** and **R2** buttons. The distracting game statistics will disappear.

NCAA FOOTBALL GAMEBREAKER

Easter Egg Codes
At the main GameBreaker menu—the one that says "Exhibition/Roster/Options" etc.—press **L1, R1, L2, R2**. A secret "Easter Egg" menu will appear. Choose "Add Entry" and press ×, then use the ○ button to enter any of the cheat passwords shown below for different effects. The codes must be entered exactly as shown, including the capital letters.
Amazons—Cheerleaders are bigger
Big Arm—Quarterback can throw farther
Big Foot—Punter and Kicker can kick farther
Big GB—Players designated as GameBreakers are bigger
Blizzard—Blizzard weather
Blocking Down—Weaker offensive line
Blocking Up—Stronger offensive line
Bronze—Bronze-colored players
Cannon—Quarterback can throw quicker
Circus Flip—Players flip very high when hit
Copper—Copper colored players
Flash—Extra "speed burst" power
Fumbles—More fumbles
Giants—Bigger players
Gold—Gold-colored players
Hands—Better receiving ability
Healthy—Start with no injuries
Hurricane—Hurricane weather
Interceptions—More interceptions
Jukes—Better juke moves
Little Arm—Quarterback can't throw as far
Little Foot—Punter and Kicker can't kick as far
Midgets—Smaller players
Phantoms—Players are all shadows
Platinum—Platinum-colored players
Rock 'Em—Hit harder
Silver—Silver-colored players
Slow CPU—Computer opponents are slower
Swim Down—Players can't swim as well
Swim Up—Players can swim better
Tackles—Better tackling ability
Tiny GB—Players designated as GameBreakers are smaller
Tornado—Very windy weather
White Knights—White colored players
EMU All Stars—Eastern Michigan All-Star team
Mich All Stars—Michigan All-Star team
Neb All Stars—Nebraska All-Star team
ND All Stars—Notre Dame All-Star team
OSU All Stars—Ohio State All-Star team
USC All Stars—Southern California All-Star team

THE NEED FOR SPEED

Hidden Tracks
Choose "One Player" from the main menu and select "Tournament" mode. Choose "Password" at the tournament menu and enter the password "TSYBNS", then press START. With this code in place, you can now return to the main menu and choose any game mode. When you reach the "Race Location" menu, you'll find a new secret track called "Lost Vegas".
"Rally" Tracks
With the cheat password in place, highlight any track and hold the **L1** and **R1** buttons. You'll see the name of the track change to "Rally", this changes the pavement to a slippery dirt road like those in *Sega Rally*. If you hold **L1+R1** while the "Rusty Springs" track is highlighted, you'll gain access to yet another secret hidden track, this one's a desert course called "Oasis Springs".
Secret Car
With the "TSYBNS" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold **L1+R1**, now you can choose the top secret "Warrior" car, a lightweight, futuristic vehicle that can zoom from zero to 60 in 3.5 seconds.
Arcade Mode
Again, with the "TSYBNS" password in place, get to the "Race Location" menu and highlight the "Segment View" (or lap-select) box. Hold **L1+R1** and you'll see the words "Arcade Mode" appear. Start the game in Arcade Mode and you'll find that the game plays much more like a *Ridge Racer* style arcade game instead of a full-on simulation.
Machine Gun Horn
Choose the Head-to-Head mode on the Race Type Screen. Select your vehicle, then pick your computer opponent's car. After selecting your opponent's vehicle, press and hold **L1**, ○, ¯ and diagonally **Up/Left** on the D-pad until the race starts. You can now blow everything out of your way by pressing **Up** to honk the horn, it will sound like a machine gun.

NFL GAMEDAY

Cheat Passwords
To enter any of the following passwords, choose "Options" at the main menu, then press the **SELECT** button to access the memory card screen. Press **SELECT** again to enter a password. (Note that all of the following codes use capital letters.) After all of the letters are in, press **SELECT**. If you've entered the code correctly, the screen will display the password in big yellow letters on a greenish background.
OFFENSE—Gives you a high-powered offense
DEFENSE—Gives you a high-powered defense
JUICE—Gives you a more powerful "speed burst" from the × button when running
STICKUM—Just like Freddy Biletnikoff, you'll be able to catch passes easier and hang on to them when you get hit
BIG BOYS—Makes the linemen look bigger
CANNON ARM—Lets your quarterback throw farther
STEROIDS—Players fly farther when hit
CRUNCH TIME—Injuries happen more frequently
PICK-CITY—Interceptions are easier
SKELETON—Lets you play with two secret skeleton teams
In addition to these cheats, we know of five other passwords that are accepted by the game, but don't have an obvious effect. They are as follows:
MAYHEM
URNOTREDE
EEGGCODE13
EEGGCODE14
EEGGCODE15

NFL QUARTERBACK CLUB '97

Cheat Codes
At the main menu, choose "Play", then select a "Preseason" game. When the team-select menu appears, enter any of the following codes to get different cheats and tricks in effect.
Landmine Mode—**L1, L1, R1, R1, L1, L1**
Fumbles—**L1, L1, L1, L2, L1, L1**
No Fumbles—**L1, L1, L1, R2, L1, L1**
Constant Turbo—**L1, L1,** △, △, **L1,** △
Crappy Team—**L1, L1** △ **R2, L1,** △
Big Players—**L1, L1, R1,** △, **L1, R1**
Small Players—**L1, L1, R1, R1 L1, R1**
Shadow Players—**L1, L1, R1, L2 L1, R1**
Long Range (allow 100-yard throws and kicks)—**L1, L1, R1, R2, L1, R1**
Super Slow Motion—**L1, L1, L2, R1 L1, L2**
Super Fast Game—**L1, L1, L2, L2 L1, L2**
Super Team—**L1, L1, R2** △ **L1 R2**
Super Slippery—**L1, L1 R2, R1 L1, R2**
Short, Fat Players—**L1,** △, **R1,** △, **L1, R1**
Tall, Skinny Players—**L1** △, **R1, R1 L1, R1**
Eight Downs per Series—**L1,** △, **L2,** △, **L1, L2**
Activate All Possible In Game Cheats—**L1, L1, R2, R2 L1 R2**
Secret Teams
At the team select menu, press **L2,** △, **R2, R2 L2, R2**. This code adds over 100 secret teams to the available choices, including historical teams, Pro Bowl line-ups, Acclaim and Iguana teams, a '96 All Rookie team, a '96 Cleveland Browns team and six special "game magazine" teams. Look for **Nikos** Betty and the rest of the *Tips & Tricks* staff on the "VideoGames" team.

NHL OPEN ICE

Secret Character
Enter the initials "G_H" (that's a space in the middle) with the date March 31 to play as "Mr. Hockey", Hall of Famer Gordie Howe on the Detroit Red Wings.

PO'ED

Refill Health / Ammo
While in Foot mode, press ¯ + **L2** to do a backflip. While you're in the air, press **Down** + × + **R2** to refill your health meter or **Right** + × + ○ to refill all weapon ammo.
Access All Weapons
During the game, press ¯ + **SELECT** to view the map and press **Left** to rotate the map until your character arrow is pointing at you. Next press **START**, while the arrow is rotating back, press **L1** + + × + ○. Press **SELECT** to exit the map mode and you should have all of the weapons in your inventory.
Invincibility
You must have the drill weapon in your inventory for this cheat to work. Press △ to call up the weapons menu, highlight the frying pan and press △ two more times; you should be back at the weapons menu. Now press ○ + **R1** and release them as soon as you see the number 999 in your health meter; this indicates that you are invincible.
Stage Select
At the main menu, press **L1 + L2 + R1 + R2 +** Up and release. Press ○ to start a new game, when the difficulty select menu appears, press **L1 + L2 + R1 + R2 + Down** and release. The stage-select menu will appear after you choose a difficulty setting.
See the Ending
Press × at the main menu to enter the Load Game screen. Press **Right** + ○, then △, then **Left** + _, then △. You'll warp to the ending sequence.
Fall Through the Floor
In Jet Pack mode, stand over any dead enemy and press △ to call up the weapons menu. Now hold **L1** and point the D-pad diagonally **Down/Right**. If you're not on the lowest level of the current stage, you'll fall right through the floor.
Fart Trick
Press × at the main menu to enter the Load Game screen. Press **L1 + L2 + R1 + R2**, then exit the Load Game screen and start a game. Now the "butt" creatures will make farting sounds.

PROJECT: OVERKILL

Secret Cheats
Note: To enter a cheat code, press **START** to pause the game, then highlight "Sound Volume" at the "pause" menu. Now enter one of the codes shown below; the word "Cheater!" will appear at the top of the screen if you've done it right. Some of the codes only have temporary effects and will wear off after a few minutes.
• "Cloak" Stealth Mode—Hold △, tap _, ○, ○, _, release △, hold ×, tap △, △, release ×.
• Extra Speed—Hold **Up**, tap △, △, △, release **Up**, hold **Down**, tap ×, _, ○, release **Down**.
• Shield—Hold **Right**, tap ○, _, △, release **Right**, hold **Left**, tap _, ○, ×, release **Left**.
• Refill Health—Hold ¯, tap ○, ×, △, release _, hold ○, tap ¯, ×, △, release ○.
• Refill Ammo—Hold ○, tap _, release ○, hold △, tap ×, release △, hold ○, tap ×, release ○, hold ×, tap _, release ×.
• Skip to end of current level—Tap ×, **Up, Down, Up**, hold _, tap ○, release _, hold ×, tap △, release ×.

THE RAIDEN PROJECT

Mission Select
Choose "Difficulty" at the "Settings" menu, then, at the Difficulty menu, hold **L1 + L2 + R1 + R2** and press **START**. A Mission Select menu will appear. Note that this is not the same as a stage select; choose Mission 2 or 3 and the game's difficulty will increase as if you'd finished all of the stages once or twice.

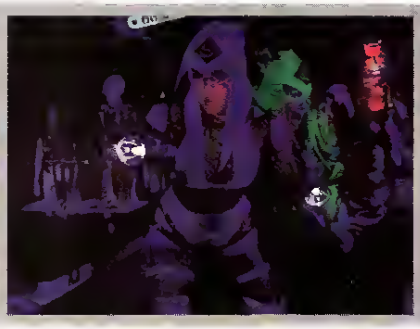
RAYMAN

Infinite Continues
When you lose your last life and the Game Over/Continue screen appears, press **Up, Down, Right, Left**. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.
Picture-in-Picture
Here's a weird code that Ubi Soft put into *Rayman* just to show off what the PlayStation is capable of. During the game, press **START** to pause, then hold the **R2** button down and press ○, ○, **Left**, ○, ○. A duplicate, moving image of the TV screen will appear in a window at the top of the normal screen. To remove the picture-in-picture window, just enter the code again.
Full Power-Up + 99 Lives
Press the **START** button to pause the game, then enter the following code carefully: Press



Always on the lookout for the newest in new, Sae, Chie and Eri will sneak into the top game companies to get info for their friends. Here they are sneaking into the Namco laboratory looking for *Tekken 2* stuff.





and continue to hold L2, R1, L1, then R2, then release the buttons In this order: L1, L2, R2, R1. Next, press and release ○, then press and continue to hold Left, ○, □, then △. Finally, release the buttons in the following order: Left, △, □, ○

RESIDENT EVIL

Rocket Launcher

If you finish the game in less that three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot.

Special Key

In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. If you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion; Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

REVOLUTION X

Find All Aerosmith Members

Tom Hamilton—On the roof of Club X, watch to see if the screen scrolls to the right or left. Once inside, after the ticket window you can choose to go right or left, choose the direction the screen scrolled on the roof. Now shoot the bathroom sign to go into the bathroom, you'll find Tom Hamilton in the last bathroom stall.

Steven Tyler—Go into Club X and use CDs to shoot the two swordfish above the mirror. Next, shoot the mirror, you'll go through the mirror to a secret room. Shoot the light switch and the two bad guys that appear, you'll go up the ladder to find Steven Tyler.

Joe Perry—In the Amazon Jungle, after you reach the first green skull, kill it by shooting it repeatedly in the eye and mouth sockets. Continuing down the hallway, shoot the elevator button, once inside, shoot the button for floor three. You'll see a bunch of girls tied up, use CDs to shoot the two halves of the circular grate behind them. You'll head outside and see Joe Perry flying by.

Joey Kramer—In the Middle East, shoot the noses of the first three sphinxes that appear and get the gold CD that comes out of the sphinx's mouth. You will then stop to pick up Joey Kramer.

Brad Whitford—When you reach the area with the crates in the Pacific Rim, notice that the gates are numbered. Go through Gate 1 (by shooting a CD at it) then go right and go through Gate 3. You'll go through and move to the right, past Gate 6. You'll see three boxes stacked to the right of Gate 7, shoot the top box and quickly shoot the Arrow icon that appears. You'll keep going right, then down a corner where you're attacked by forklifts. You'll find Brad Whitford on a forklift at the end of the hall.

RIDGE RACER

Title Screen Tricks

If you hold the L1 and R1 buttons at the title screen, you can manipulate the flag as follows.

D-pad Up: Tilt back
D-pad Down: Tilt forward
D-pad Left: Rotate clockwise
D-pad Right: Rotate counter-clockwise
□: Spin left
○: Spin right
×: Zoom in
△: Zoom out
START: Make the flag transparent

Rotate Cars

At the Car Select screen, use the L1 and R1 buttons to change the speed and direction in which the car is rotating.

Extra Cars

If you earn a "perfect" in the *Galaxian* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

Reverse Tracks

When you have completed the whole game—time trials and all—you'll earn the right to race on four new tracks, which are really the existing four tracks driven in the opposite direction.

Mirror Mode

When you start a race, drive forward a bit, then spin around and head back to the steel wall that says "Wrong Way". If you're going fast enough, you'll pass right through the wall to race in "Mirror Mode".

Galaxian 13

The game's toughest secret is the mysterious black car, which appears by the side of the road after you've completed the game—both forward and reverse tracks—in its entirety. If you can beat the black car by staying in front of him and allowing him to rear-end your vehicle all the way to the finish line, you can drive the car yourself and even save it on your memory card.

RISE 2: RESURRECTION

Boss Codes

Enter these cheats at the character-select menu to make five different boss characters appear in a bonus box at the bottom of the screen.

Vitriol—**Right, Right, Right, Up, Up, Down, Left, Left, Down, Down**
Supervisor—**Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up**
Assault—**Right, Up, Up, Right, Down, Right, Up, Up**
Mayhem—**Left, Right, Down, Left, Up, Left, Down, Left, Down.**
Anil 8—**Up, Right, Down, Right, Right, Up, Left, Up**

ROBO-PIT

Arena Select

At the main menu, hold **L1 + L2 + R1 + R2** and press **SELECT**; a two-digit number will appear in the upper-right corner of the screen. Press **Right** or **Left** to choose the arena you'd like to fight in; the left digit represents the available arenas and the right digit represents the time of day (0–morning, 1–dusk, 2=night).

ROBOTRON X

Instant Power Ups

At any time during the game—not while paused—you can make power up items appear on demand, right next to you character. Just enter one of the codes shown below, do them quickly for best results. Each code can only be used five times in each stage. Note that the codes are shown as if you are using the default configuration for a single controller, if you're using another configuration just remember that △ means Fire Up, □ is Fire Left, ○ is Fire Right and × is Fire Down.

Shield—**Down, Left,** _, ○
Two-Way Weapon—**Up,** △ **Up,** △
Three-Way Weapon—**Right, Right,** _, ×
Four-Way Weapon—**Down, Down, Up,** ○
Pulse Wave—**Up,** ○, **Down, Right,** □
Speed Up—**Left, Left, Right, Right,** △
Flamethrower Weapon—**Down, Right, Down, Right,** ○

SHELLSHOCK

Cheat Menu

At the main title screen, press **Up, Down, Left, Right, Down, Down, Right, Right,** _. You'll hear a piano melody and the screen will change to a photo of the game's characters with a cheat menu below. Press **Left** or **Right** at the "Starting Level" option to start at any stage, or use the other options to watch all of the full-motion video footage in the game, listen to the music and sound effects or see the credits.

Invincibility

Start a game, then—as soon as you're in the tank—press **SELECT** and choose "Abort Game". When the title screen appears for the second time, press **Up, Up, Up, Down, Down, Down, Right, Right,** △. You'll hear a musical signal to confirm the code. Now start the game and watch your armor gauge, it will go down when you get hit, but when it runs out it will fill right back up again.

SKELETON WARRIORS

Invincibility

At any time during the game, press **START** to pause, then press **Down,** ○, □, _, **Up,** ×. Unpause the game and you'll find that your character is semi-transparent and he cannot be hit by enemy attacks.

SLAM 'N JAM '96 FEATURING MAGIC & KAREEM

Secret Teams

At the main menu—the one that says "Exhibition Game/ New Season" etc.—press **Left, Right, Up, Down, R1, L1,** □, **Down,** you'll hear a buzzer. Now immediately press **Left, Right, Up, Down R1, L1,** _, **Up,** you'll hear another buzzer. This code adds two new teams to the available list: the "Left Field" team (starring the game's designers) and the "Monsters" team.

Big Head Mode

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press × or **START**, as the screen disappears, *immediately* tap the **L1** button quickly and repeatedly until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game, you'll find that all of the players now have swelled heads like Shaq.

Small Player Mode

As above, get to the the second "Scouting Report" screen, highlight "Continue" and press × or **START**, as the screen disappears, *immediately* tap the **R1** button quickly and repeatedly until the tip-off. After the tip off, press the **START** button to pause, then press it again to return to the game, you'll find that all of the players are now tiny like puppet-Penny.

Shot Percentage Indicator

As above, get to the the second "Scouting Report" screen, highlight "Continue" and press × or **START**, as the screen disappears, *immediately* press and hold the **L1** button until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game. Now whenever a player takes a shot, you'll see an on-screen percentage indicator that tells you how likely the shot is to go in.

SLAMSCAPE

Invincibility

During the game, hold the **SELECT** button and press _, □, ○, □, _, △

Level Passwords

Uraniumania—△ × × ○ △ × △
Repsychler—× ○ ○ △ _ □ ○ ×
Endless Bummer—× △ × ○ △ □ ○ ×
Viva Los Vagrantes—○ △ × △ × _ △
Movie Passwords
Entrance to Uraniumania—○ ○ ○ △ △ △ _ △
Entrance to Repsychler—○ ○ ○ × △ ×
Entrance to Endless Bummer—○ ○ ○ _ △ △ ×
Entrance to Viva Los Vagrantes—○ ○ ○ × × × □ □
Game Over/Death—○ ○ ○ ○ △ ○ × ○
Game Over/You Win—○ ○ ○ △ × × △ ○
Credits—○ ○ ○ _ ○ × × △
Exit (quit)—○ ○ ○ △ △ ○ × □

STAR GLADIATOR

Big Heads and Feet

Just before a round begins, hold **Right + START + □ + ○** until the fighters appear. Your character will have a giant head and enormous feet. This only lasts for one round, but you can do it in any round if you get the buttons held down before the round begins. If you hold those same buttons with Left instead of **Right**, your character will have a tiny head.

Wall Mode

Beat the game once with any character and get the best ending. When you return to the option menu, you'll find a new Wall Mode option, which puts a wall around the ring. You can't get a "Ring Out" in this mode, but you can knock your opponent through the wall if you finish him or her with a strong attack near the edge of the ring.

Zelkin Transform Combo

When playing as Zelkin, do his Plasma Combo, then immediately press A, A, Forward, Guard, B. Zelkin should begin to transform. Press A to turn left, B to turn right. Kick to change size and Guard to stop transforming.

Change Camera Angle

Immediately after winning a fight, hold ○ + × before your character goes into his or her victory pose. During the pose, keep holding those buttons and press ¯ to zoom in, △ to zoom out and use the D-pad to change the camera angle.

Night Fighting

Before a fight begins, hold **L1 + L2 + Down**. You'll be fighting at night.

Fight "Real Bilstein"

Play in Arcade Mode and beat all of the characters before the timer reaches six minutes (or three minutes if playing one-round battles). After you fight Bilstein, you'll face the glowing "Real Bilstein".

Fight Kappah

If the timer is exactly at 00 when you defeat your third opponent in arcade mode, Kappa will appear as the fourth opponent.

Play as Bilstein

At the character-select screen in arcade mode, highlight Hayato, hold **SELECT**, move the cursor all the way over to the right to Gore and press ×, ○, ×, ○, ¯, _, ¯, △, △, △, then ○ + × simultaneously. You'll hear a signal to confirm the code and an arrow will appear. Press **Right** to find Bilstein.

Play as Kappah

Note: You must enter the "Play as Bilstein" code above before you can play as Kappah. At the character-select screen in arcade mode, highlight Bilstein, hold **SELECT**, move the cursor all the way over to the right to Gore and press ○, _, △, _, ×, _, △, _, ○, _, then △ + × simultaneously. You'll hear a signal to confirm the code and another arrow will appear. Press **Left** to find Kappah.

Play as Blood

Note: You must enter the "Play as Kappah" code above before you can play as Blood. At the character-select screen in arcade mode, highlight Hayato, hold **SELECT**, move the cursor left to Bilstein, press ×, _, ×, ¯, ×, _, then press **Right** to highlight Kappah and press ○, △, ○, △, ○, △, then press **L1 + R1** simultaneously. You'll hear a signal to confirm the code and Blood will appear to the right of Kappah.



For their heroism, the superheroes have had statues erected in their honor. And sometimes they need a break. Here they are on holiday, kicking it by the pool. But they didn't forget to bring their PlayStation. Every month they also recommend games that you should buy. Sae is usually into strategy and puzzle games, Chie goes for RPGs and Eri, the wild girl of the bunch, is into all action and fighting games.



STARBLADE ALPHA

Rapid Fire

At the main title Screen, press **Up, Up, Down, Down,** ○, △, □ while the title letters are flying together. If done correctly, you will hear a muffled explosion sound. Begin your game and press the × button to access the rapid-fire laser.

STREET FIGHTER ALPHA

Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered *very quickly*. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing **Down**.

M. Bison (Player 1)—Hold the **L2** button and press **Left, Left, Down, Down, Left, Down, Down,** then ←+△ simultaneously.

M. Bison (Player 1)—Hold the **L2** button and press **Right, Right, Down, Down, Right, Down, Down,** then →+△ simultaneously.

To choose the alternate-color Bison, end the code by pressing ×+○ simultaneously instead of →+△.

Akuma (Player 1)—Hold the **L2** button and press **Left, Left, Left, Down, Down, Down,** then →+△ simultaneously.

Player 2—Hold the **L2** button and press **Right, Right, Right, Down, Down, Down** then →+△ simultaneously.

To choose the alternate-color Akuma, end the code by pressing ×+○ simultaneously instead of →+△.

Dan (both players)—Hold the **L2** and **R2** buttons and press △, →, ×, ○, △.

To choose the alternate-color Dan, hold **L2** and **R2** and press △, ○, ×, □, △.

STREET FIGHTER ALPHA 2

Play as "Classic" Chun-Li

At the character-select screen with the "short cut" turned off, highlight Chun-Li, hold the SELECT button for at least three seconds, then press any button to choose her before releasing **SELECT**. You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*, now her fireball is a "charged" move.

Play as "Shin" (True) Akuma

At the character-select screen with the "short cut" turned off highlight Akuma, hold the SELECT button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Chun-Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan. Akuma. Now press and hold **SELECT** for one second, then press an action button to choose Akuma before releasing **SELECT**. The D-pad directions for the above pattern is as follows: Start at Akuma, then **Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right**.

Fight Against "Shin" (True) Akuma

Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not re-appear.

Mid-Level Bosses

Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.

Choose a Victory Pose

After you defeat your opponent—but before the "K.O." symbol appears—hold the **SELECT** button and one of the Punch or Kick buttons to choose from up to six different winning poses. Not all characters have six poses, however.

STREET FIGHTER: THE MOVIE

Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press **Up, R1, Down, L2, Right, L1, Left, R2** as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

TEKKEN

Galaga Secrets

To continue playing the Galaga loading game as many times as you wish, just press the **SELECT** button whenever the screen displays your "Number of Hits". If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave; there are eight waves in all. If you don't like using the D-pad to move your ship, you can use the **L** and **R** buttons on top of the controller. Holding the △ button gives you rapid-fire.

Double Ships

There are two ways to get twin ships in the mini-Galaga game.

Method 1: If you destroy a perfect 40 ships in the first wave with a total time of 18.5 seconds or less, you'll get the double ships for the second wave through the rest of the game.

Method 2: When you first load the game, wait for the PlayStation logo to appear, then hold **Up, L1,** △ and × on Controller 2 until the Galaga game starts. Now you can use the twin ships on the first wave.

Secret Character: Devil Kazuya

To play as Devil Kazuya, you must score a perfect "40" on all eight waves of the Galaga game without using more than one continue and without using Method 2 (described above) to get the twin ships. After you've done this, start the game in Arcade mode, highlight Kazuya and press the **START** button to choose his evil alter ego.

Play as the Boss

You've probably noticed the extra characters that you can earn in *Tekken* by beating the game in Arcade mode. Each of the game's eight characters will "release" one additional fighter when you beat the game with him or her. If you beat the game with all eight characters, you'll earn an additional eight hidden characters to use in Arcade or two-player mode. To earn the big boss, Heihachi, as a playable character, you must beat the game with any character in Arcade mode without continuing. You may find it easier to do this if you visit the option menu and set the round time to 20 seconds; it also helps to choose one-round battles.

TEKKEN 2

Hidden Characters

When you beat the game in one-player mode with a particular character, the "boss" character you defeated will become available as a playable character in all game modes. When you play in one-player mode as one of the "boss" characters, you'll face Kazuya; beat him and he, too, will become a playable character. Beat the game as Kazuya and you will face Devil; defeat him to add Devil and Angel to your ranks. Finally, when playing in one-player mode, you must win Stage 3 with very little energy left; you'll hear the announcer say, "Great!" if you've met this requirement, and your next opponent will be Roger or Alex. Defeat him and you'll have all of the game's characters at your command. To play as Alex, highlight Roger and press either **Kick** button to choose Angel; highlight Devil and press either **Kick** button. Note: You must have earned all of these characters to perform any of the following tricks:

- Kazuya's Purple Suit

Highlight Kazuya and press **START** to see his slick purple suit. This works in every game mode except Team Battle and can only be used by one player in a two-player game.

- Super-Deformed Characters

Hold the **SELECT** button before the "Vs." screen appears; your character will be inflated to super deformed size. If you do this trick after you've already done it in the previous battle, you'll be even bigger.

- *Punch-Out!!* Mode

Hold the **L1** and **L2** buttons when choosing a character in any one-player mode. You'll be playing in a semi-first-person perspective with your character drawn in green wire-frame, just like Nintendo's classic *Punch Out!!* arcade game. There's a small gauge near the upper left corner of the screen that helps you to judge your distance from your opponent.

- Super Juggle Mode

Hold **SELECT** and **Up** on the D-pad before the "Vs." screen appears; when the round starts you'll hear an explosion sound. Now whenever you use an attack that makes your opponent go up in the air, they will go much higher, which makes juggling more interesting.

TEMPEST X3

Power Up Swarm

At the start of a stage in "Tempest X3" mode, shoot the first creature and fire your superzapper before the power up reaches the top of the playfield; do *not* collect this first power up. Now play normally and you will receive power up items from nearly every enemy you shoot.

Cheat Codes

At any time during the game—at the title screen, menus or during the game—hold **L1, R1,** △, ○, **START, SELECT** and **Up/Left** on the D-pad. You'll hear a loud grinding noise to indicate that the master cheat code is in place. Once you've done this, you can do any of the following tricks during the game.

- Level Skip—Hold **R1** and tap **L1**, then fire your superzapper. The screen will be cleared and you will advance to the next stage immediately.
- Trippy Mode—Hold **L2** + **R1** + △ + × and press **Up**. The graphics will leave freaky trails of light on the screen, perfect for those mind-altering experiments at your next party.
- MOD Music—Hold **L2** + **R1** + △ + × and press **Right**. The music will change to the MOD music when you start the next stage.
- Remix Music—Hold **L2** + **R1** + △ + × and press **Left**. The music will change to the remix music when you start the next stage.
- A.I. Droid—Hold **L2** + **R1** + △ + × and press **Down**. You'll hear the A.I. droid say "Attack!". Now if you can make it to through the current stage without losing a life or using the Level Skip cheat, the first power up that appears in the next stage will give you the A.I. Droid.

High Score Trick

At the three-character High Score entry screen, enter your initials as "GAY". The blue shape in the background of the High Score screen will be changed to a spinning pink triangle.

Hidden Game Modes

Play until you earn the top spot on the High Score table, you must earn over 500,000 points to get there. Once you do this, the game will ask you to enter a five-character name in addition to the usual three-letter initials. Enter your name as "H_V_S"; those are spaces in the second and fourth positions. Save the game to your memory card. Now you'll find two new game modes at the main menu: "Tempest Plus" and "Tempest 2000".

TETRIS PLUS

Stage Select

Choose Puzzle Mode and select the "Password" option. As soon as the password screen appears, press **Down, Down, Right, Up, Up, Right, Up, Up, Up, Right**, then repeat that same sequence of directions again. Now press the × button, when the game starts, a stage-select menu will appear.

TOKYO HIGHWAY BATTLE

9,999,999 Points

When the Jaleco logo starts to appear during the game's loading sequence, press and hold **L1** + **L2** + **R1** + **Down** + **START** on Controller 2. After the Jaleco logo disappears and the full-motion video scene starts, press **START** on Controller 1, or simply wait until the title screen appears. In either case, you must not release the buttons on Controller 2 until the title screen starts to appear. Now start a game in Scenario mode, when you enter the Speed Shop, you'll have 9,999,999 points to spend on any car modifications you want.

Scenario Mode Tricks

Once you've beaten the game at least once in Scenario Mode, you'll be able to access these extra features:

- Car Color Change—At the car select screen, press **R2** on Controller 1 to change the car's color or add racing stripes.
- Race the Drift King—Enter the "Vs. CPU" mode and you'll be able to race against the Drift King of Wataru from *Tips & Tricks* magazine.
- Change Speedometer—During a race, press **L1** on Controller 2 to change the speedometer to white.
- Best Time/Lap Indicators—During a race, hold **Up** and press **SELECT** to see the best lap or best time records.

TOMB RAIDER

Access All Weapons

During the game, press **SELECT** to access the inventory screen, then press **L1, △, R2, L2, L2, R2,** ○, **L1**. You'll hear a moan to confirm the code. Now exit the inventory screen and return to it to find that you have been equipped with all of the game's weapons.

TOTAL ECLIPSE TURBO

Full Power-Up

During any stage, press the **START** button to pause, then select "Options" to return to the main menu. Highlight the "Play Game" option and be sure the window displays the words, "Press X to select options and resume." Now you must enter the following code very quickly: △, □, ○, □, △, □, **L1, L1+R1, SELECT, SELECT**. (Note: The plus sign means that the **L1** and **R1** buttons must be pressed at the same time.) You'll hear a sound to confirm the code and a scary skull will appear in the window. Next, press △, →, **L1, L1, L1,** □, △ very quickly; you'll immediately return to the game with ten ships, ten plasma bombs and ten continues.





They all love racing games, especially Chie. How about this for high concept? Racing your friends on a real race track!

Stage Select
At the main menu, highlight the "PASSWORD" option and enter the following code: Hold **SELECT**, press △, **L1**, □, release **SELECT**, press △, **L1**, □, △, **L1**, □. You'll see the Crystal Dynamics logo appear in the window along with a stage-select menu; choose your starting stage by pressing **Left** or **Right** on the D-pad and you're ready to warp.

TWISTED METAL

Cheat Passwords
To enter the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, press **Right** on the D-pad. If you want to enter multiple passwords—for example, the invincibility code and a stage code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding **START** and pressing **Up** or **Down** until you see the helicopter view.

○△□○○—Warehouse District Warfare
×□□○△—Freeway Free For All
×△□○□—River Park Rumble
×□△△△—Assault on Cyburbia
□△×○×—Rooftop Combat
△×○ △—Battle with Minion
□△○_□—The Fight of Your Life
△_□○○—Infinite Weapons
□△×_○—Invincibility
○○△×_—Helicopter Camera Angle

TWISTED METAL 2

Advanced Attacks
These codes can be entered at any time during the game (but not while paused) to give you a one time weapon or power up; see the game's manual for more information.
Napalm—Right, Left, Up
Freeze Burst—Left, Right, Up
Drop Mine—Right, Left, Down
Rear Attack—Left, Right, Down
Shield—Up, Up, Right
High Jump—Up, Up, Left
Invisibility—Right, Down, Left, Up

Secret Vehicles
At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones.
Sweet Tooth—Up, L1, △, Right
Minion—L1, Up, Down, Left

Secret Stages
At the "Choose Battleground" screen in two-player mode, enter one of the following codes. You'll immediately advance to the car select menu, when the battle starts you'll be playing in the secret stage you chose.
"Assault on Cyburbia" stage from *Twisted Metal*—**Down, Up, L1, R1**
"Suicide Swamp" stage from *Jet Moto*—**Up, Down, Right, R1**

VIEWPOINT

Invincibility
Press **START** to pause the game, then press □, ○, △, **Right, Left, Down, R1, L2, R2, L1**

Stage Skip
Press **START** to pause the game, then press □, □, ○, ○, △, ×, □, **Up, Up, Down, Down, L1, R1, SELECT**

VTENNIS

Secret Characters
At the character-select screen, highlight any character and press **L2, L2, R1, R1, R1, Down**, △, △, △, △, ×. You'll hear a kung fu movie shout ("Atoo!") to confirm the code. The character you highlighted will appear as your choice, but when the game begins, you'll see that you are now controlling a secret character called Mattox. He's fast, he's strong, he's skilled and he yelps like Bruce Lee each time his racket touches the ball.
To find a female secret character, access the character select screen and highlight any player as before. This time, hold **L1, R2, Up** and □, then, while holding those buttons down, press ×. You'll hear a little "Yelp!" to confirm the code. When the match starts, you'll be controlling Aversa, a female character with the skills of Mattox.

WARHAWK

Special Access Codes
Choose "Special Access" from the main menu and enter the passcodes shown below for different effects or level warps.
CHEAT CODES
□○□×_△—Preview the Epilogues
□_□○_△××_—Check the Special Upgrades
△×_□○×△_—Preview the Movies
×○○_×△○△—Kali Mode (Powered Up Weapons)
□○□□△×△△—Thor Mode (9999 Flash Bombs)
△△○△_△△×—Infinite Weapons
○○○_×△××—*Warhawk* A La-Mode (Infinite Weapons + invincibility)
STAGE CODES
△_×△××□○—Desert Level
△□×△○□×—Pyramid Has Risen
△○×△○○×□—Desert Is All But Done
○△△×○○ ○—Canyon Level
○□○□×○○△—In the Canyon with Amber
○△×□○○△—In the Canyon with Relle
○□△_△△△□—In the Canyon with Crystal
○○○ △△□△—Approaching Uma
×△×□ □△_△—Airship Level
×○△△○○○×—Post Transformation Air ship
×□△○×△_ —Airship Rear Hangar Is Open
□△××△○□—Volcano Level
□□×○△○□△—Volcano Boss Is Active
△○△○△×□□—Gauntlet Level
△○×△○×△□—East Gauntlet Boss
△○○□△○○×—West Gauntlet Boss
△○○△△×□△—In with the Gatekeeper
△×△□○×○○—Stormland
△××□○□○×—Above 1st Force Field
△×△△△×○△—Above 2nd Force Field
△×□_○△×△_—Above 3rd Force Field
△×□△○_××—Kreel's Door Is Open
△×△□□□□×△—Face-to-Face with Kreel

WIPEOUT

Secret Track
Enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R1, L1, Right, START**, □ and ○ and press ×. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar", a grueling 6.3 km race on Mars.

Rapier Class
If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R2, L2, Left, START** and **SELECT** and press ×. When you advance to the "Select Racing Class" screen, you'll be able to choose the Rapier class.

WIPEOUT XL

Secret Team
At the main menu, hold **L1 + R1 + SELECT** and press ×, ×, ×, ○, △, □. The Piranha team will become available at the Team menu.

Access All Tracks
At the main menu, hold **L1 + R1 + SELECT** and press □, ○, △, ○, _. Now access the Class and Track menu to find that all of the tracks in each racing class have become available—including the secret Phantom class (if you wish to activate the Phantom class without using the "Access All Tracks" cheat, just hold **L1 + R1 + SELECT** and press △, △, △, ○, ○, ○.)

Infinite Energy
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press △, ×, _, ○, △, ×, _, ○.

Infinite Time
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press △, _, ○, ×, △, □, ○, ×.

Infinite Weapons
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press ×, ×, □, □, ○, ○, △.

Mini Gun
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press □, ○, ×, □, ○, ×, △.

Passwords
Enter the following passwords to access two new Race Type options.
Challenge I—□ ○ △○△△○□ _△×L
Challenge II—_○_□△○△×□×△△×○○

Funny Ships
Turn the PlayStation on and hold **L1 + R2 + SELECT + START** until the copyright screen appears. When the game loads, you'll find that the vehicles have been changed to a slug, a pig, a flying saucer and other weird shapes.

WWE WRESTLEMANIA: THE ARCADE GAME

Invincibility
At any time during the game, press the **START** button to pause, then press ×, △, **R2, Up**. You'll see the screen flash for an instant. When you unpause, you'll see that your wrestler's energy bar will not go down when you get hit; you're completely invincible.

Stop the Timer
At any time during the game, press the **START** button to pause, then press ×, △, **R2, Left**. You'll see the screen flash for an instant. When you unpause, you'll see that the timer has been stopped.

Super Strength
At any time during the game, press the **START** button to pause, then press ×, △, **L2, Down**. You'll see the screen flash for an instant. When you unpause, your wrestler will be powered up; all attacks will do extra damage.

Weaken Opponent
At any time during the game, press the **START** button to pause, then press ×, △, **L2, Right**. You'll see the screen flash for an instant. When you unpause, all of your opponent's attacks will do less damage.

Combo Code
At the player select menu, hold the **L1** and **R2** buttons and press _, ×, ○, △. The word "Combo!" will appear beneath your wrestler's photo. Start the game and you'll find that your combo meter is always lit, even after you've just finished a combo. Note: In a one-player game, this code affects both wrestlers. However, if two players are registered on the player-select screen, the code cannot be used by both. To get around this restriction, just have Player 1 enter the code before Player 2 joins in, then press **START** on Controller 2.

ZERO DIVIDE

Note: Some of the following tricks may require the use of a memory card. Always remember to save your data to the memory card after you play.

Alternate Character Color/Texture
Press **Up** + any button when choosing your fighter at the character-select screen.

Additional Color Choices
After you have beaten the game at any skill level with any number of continues, go to the character-select screen and hold **SELECT**. Now push any other button (including the **L** and **R** buttons) to choose different character colors.

Watch Mode
To watch the computer fighting itself, hold **L1+L2+R1+R2+Down** on Controller 1 and choose "VS Play."

Stage Select
When your total playing time passes the 30-hour mark, you'll hear the announcer say, "Wow!" when you return to the title screen. Now you have the option to choose any stage from the character select screen in "VS Play" mode.

Hidden Comic Strip
First, beat the game in "Easy" mode without continuing. Once you've done this, highlight "Option" at the title screen, then grab Controller 2 and hold **L1+L2+R1+R2+START+SELECT**, you'll see a secret NECO comic strip.

Secret Bosses
To fight against XTAL, you must play all the way through the game with all eight characters—including ZULU—without using a continue.
To fight against NECO, you must play through the game as XTAL without using a continue, then, when the XTAL icon comes down from the top of the screen at the pre-fight map screen, hold **L1+L2+R1+R2**, then **SELECT**, then **START**. The text box will say "XTAL" but you will really be fighting against NECO.

Boss Codes
To play as ZULU, you must defeat the game at any difficulty setting with all of the characters, one at a time.
To play as XTAL, you must defeat the game at the "Normal" or "Hard" difficulty setting without using a continue, you must also defeat XTAL.
To play as NECO, you must play as XTAL or ZULU and defeat the game at the "Normal" or "Hard" difficulty setting without using any continues.

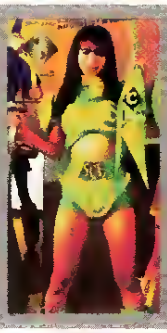
Flat-Shaded Turbo Mode
The coolest *Zero Divide* cheat has two steps. You must play the game until your total playing time is over 100 hours, and you must have performed a five-hit combo at any time. Once you've met both of these requirements, go to the Option menu, highlight the "Match Point" option, hold **L1+L2+R1+R2** on Controller 1 and press **Down**. You'll see the words "Shadow Obj" appear in the corner of the screen, just above the save counter. With this option in place, start the game and get ready for a surprise. The "Shadow Obj" option allows you to play the game with characters made of flat-shaded polygons instead of texture-mapped polygons. It also eliminates the background graphics. Not only does the game look different this way, but because the PlayStation is freed up from having to process all of those flashy texture maps, you'll find that the game's speed has been tripled, maybe even quadrupled! To disable the "Shadow Obj" option and return the game to normal, just highlight "Match Point", hold **L1+L2+R1+R2** and press **Down** again.

Hidden Game
Put *Zero Divide* into your PlayStation, hold the **SELECT** and **START** buttons on Controller 2 and turn the **POWER** switch on. Continue to hold the buttons down while the game loads, instead of *Zero Divide*, you'll get a hidden version of *Phalanx*, a classic Super NES shooter. Use Controller 2 to play the game.



Of course, everybody at the Sony office appreciates the SCE girls' work. By the way, their weapons include a machine gun for Sae, a humongous sword for Chie and an even more humongous fist for Eri. Where will the adventures of Sony's finest take them in the upcoming year? Stay tuned to *Tips & Tricks* to find out.







ALIEN TRILOGY

Level Skip

Go to the password screen and enter the password "FLYT0" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "FLYT034". Highlight "Accept" and press **A**, you'll see the words "CHEATS ACTIVATED" on the screen. Now quit to the title screen and choose the "Press Start Button" option to start at the level you chose. If you enter the password "FLYT035", you'll see the video sequence from the end of the game.

Access All Weapons

Go to the password screen and enter the password "F1SH1NGF0RGVNS". Highlight "Accept" and press **A**, you'll see the words "CHEATS ACTIVATED" on the screen. Now quit to the title screen and start the game, you'll have all of the game's weapons in your inventory.

Infinite Ammunition

Go to the password screen and enter the password "F1LLMYP0CK1TS". Highlight "Accept" and press **A**, you'll see the words "CHEATS ACTIVATED" on the screen. Now quit to the title screen and start the game, you'll have infinite ammo for all of your weapons.

ANDRETTI RACING

Secret Cars

Choose the "Begin Career" option at the main menu and enter your name as "GO BEARS!". When the Season Setup menu appears, you'll have access to seven different stock cars instead of just one. If you enter your name as "GO BRUINS!" instead, you'll access six secret Formula 1 cars, including the cool black Team Andretti vehicle.

AREA 51

Alien Mode

Shoot the first three humans you see without hitting anything else, you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

ASTAL

Restore Energy

During the game, press **START** to pause, then *quickly* tap **Down, R, Up, L, X, A, Y, B, Z, C Right, Left**. You'll hear a chime to confirm the code if you've done it quick enough. When you press **START** to return to the game, the fruits in your health meter will be refilled.

Invincibility

Press **START** to pause the game, then *quickly* press **Up, Y, Left, A, Down, B, Right, C**. You'll hear a whistle sound to confirm the code. Now when you continue the game, you'll find that you are completely invincible.

Sudden Death

If you want to kill Astal and return to the beginning of a stage, simply press **START** to pause the game, then tap **L, A, R, C, B**. You'll hear Astal moan, when you press **START** to return to the game, your energy will be drained and you'll have to start the current stage over.

Secret Mode + 99 Lives

Visit the "Options" menu and press **Left, Right, Left, Right, Up, Down, L, R, START** on Controller 2. (Note: This code may not work if you didn't have Controller 2 plugged in when you turned the Saturn system on.) If you enter the code correctly, you'll hear Astal shout and the words "Secret Mode" will appear at the top of the screen. Now highlight the "Lives" option and press **Right**, you'll find that—instead of being limited to just five lives—you can start the game with as many as 99.

Stage Select

Enter the "Secret Mode" cheat described above. Once that code is in place, return to the title screen and press **Up, Down, Left, Right, L, R, A, Y, C, Z, B, X** on Controller 1 while the words "Game Start" and "Options" are visible. You'll hear an exclamation from Astal to confirm the code and a new option called "Stage Select" will appear. Choose this item to select your starting level.

BAKU BAKU ANIMAL

League Mode

At the title screen—while the words "Press Start Button" are flashing on the screen, spell the game's title with the controller by pressing **B, A, C, Up, B, A, C, Up**. You'll hear a chorus of voices shouting to confirm the code. Now advance to the Main Menu and you'll find a new option called "League Mode". Here are rough translations of what the menu items say at the League Mode screen:

• Game Start: Start a game in League Mode. When you choose this item, you'll get a menu that asks you to select the names of the two people who will be competing. If you have not registered your name for League Mode play (see below) you must choose name 6, a generic name which will allow you to play without any records being saved. The last two items at the bottom of the play menu are "View Records" (see description below) and "Return to League Mode Menu".

• Name Entry: Choose from one of five save slots and enter your name. Move the cursor to the "ABC" item and you'll be able to enter your name with the standard alphabet instead of the default Japanese Hiragana characters. The three-character item in the upper right corner says "backspace" and the one in the lower right corner means "done".

• Delete Name: Use this option to remove any of the registered names from the machine's memory. When you select a name to delete, a small menu will come up which asks you to confirm if you really want to remove the selected player and all of his or her records from the league, choose the top item to say "Yes".

• View Records: Use this option to check your stats. The first screen shows your winning percentage, highlight your name and press **A** or **C** to view your win/loss records against each player.

• View Records / Return to Main Menu: The next-to-last menu item brings up a quick description of how the League Mode works; there's really nothing here that you can't figure out on your own just by playing the game in League Mode for a while. The last option at the League Mode menu takes you back to the Main Menu.

BATTLE ARENA TOSHINDEN REMIX

Select Gaia, Sho and Cupido

There are two ways to play as these characters. The harder way is to beat the game on normal settings, the easy way is to go to the "Press Start" screen and enter the following code: **Up, Down, X, B, A, Y, C, Z, START**. Gaia and Sho are now accessible at the character select screen. To play as Cupido, highlight Sho and hold **Up** on the D-pad while selecting him. Note: Hidden characters will appear in all modes except Story Mode.

Big Heads

To change the fighters in *Toshinden Remix* into super-deformed bigheads, just hold the **L** and **R** buttons at the main menu when choosing any game mode. When the fighting begins, you'll see that both characters have enormous heads.

Custom Camera

Press **START** during a battle to pause the game. Choose "OPTIONS", then, at the options menu, highlight any option except "*Exit*" and hold the **L** button. While holding **L**, move the cursor to "**EXIT**" and press the **R** button. The game will still be paused. Now you can control the camera angle with the following buttons:

L—Rotate the playfield clockwise

R—Rotate the playfield counter-clockwise

D-pad—Pan the camera up, down, left or right

Y—Zoom in

X—Zoom out

Press **START** to bring the "Pause" menu back. Note that this trick will stay active for the rest of the round, that is, if you want to play with the polygons again, just hit **START** and you'll be back in the "custom camera" mode.

BATTLE ARENA TOSHINDEN URA ULTIMATE REVENGE ATTACK

Boss Code #1

At the title screen—while the words "Press Start Button" are flashing—press **A, B, Z, X, Y, C**, you'll hear a chime to confirm the code. Now the bosses Wolf and Repli are playable characters in the one-player and Vs. modes.

Easy Super Attacks

With the "Boss Code #1" in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press **A, Z, C, X, B, Y**, you'll hear a chime to confirm the code. Now you can perform a super attack at any time by pressing **Z + C** simultaneously.

Boss Code #2

With the "Easy Super Attacks" code in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press **A, Y, C, X, B, Z**, you'll hear a chime to confirm the code. Now the bosses Sho and Verm are playable characters in the one-player and Vs. modes.

Secret "Option 2" Menu

With the "Boss Code #2" in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press **A, X, Y, Z, C, B**, you'll hear a chime to confirm the code. Now press **START** to access the main menu, highlight "Option", hold the **R** button and press **START**. A secret "Ura Option 2" menu will appear, allowing you to turn off ring-outs, become nearly invincible, change the game's effects and much more.

"URA" Mode

At the title screen—while the words "Press Start Button" are flashing—press **A, B, C, C, C, X, Y, Z, Z, Z**, you'll hear a chime to confirm the code. Now press **START** to access the main menu, highlight "1P Game", hold the **R** and **Y** buttons and press **START**. Now you're playing in "URA Mode", which has crazy surprises in every battle. Look at the messages on the top of the screen during each fight to get clues about what has changed, some battles have fireballs flying around randomly, others last just three seconds... you may even find yourself controlling your opponent.

BATTLE MONSTERS

Battlefield Select

In Vs. mode, choose your character with the **A** or **C** button and continue to hold the button down as the character-select screen fades. A stage select menu will appear, allowing you to choose which stage you'd like to fight in.

BLACKFIRE

FMV Fiesta

To watch all of *BlackFire*'s full-motion video sequences, enter the following code while the words "PRESS START BUTTON" are flashing on the title screen: **Z, A, Z, A, B, A, B, Y, C, A, C, A**. The intermission scenes will automatically start up, press **A** to stop any scene and skip to the next one.

Infinite Weapons + Fuel

At the title screen—while the words "Press Start Button" are flashing—press **L, A, Z, Y, A, Down, Down**. You'll hear a voice say, "There she is! Beans and bullets on the way!" With this code in place, start the game. Whenever you need to replenish your ammunition or fuel supply, just press the **START** button to pause. When you unpause, your fuel and weaponry will be maxed out.

Invincibility

Also at the title screen—while the words "Press Start Button" are flashing—press and hold **A**, then **B**, then **C**, then release **C**, then **B**, then **A**. Next, press **B, A, B, Y**, then hold **X** press **Up**, press and hold **Down** and release **X**. You'll hear a voice say, "You are on the wrong team." With this code in place, start the game and you'll find that your helicopter is invincible.

Stage Skip

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold **C**, then **B**, then **A**, then **Up**, then **L**. Next, release **A**, then **C**, then **L**, then **Up**. You'll hear a voice say, "Black hole engaged." With this code in place, start the game and use the following commands to skip to different levels:

Skip ahead one level: Hold **A, B, C** and **Up** and press **L**.

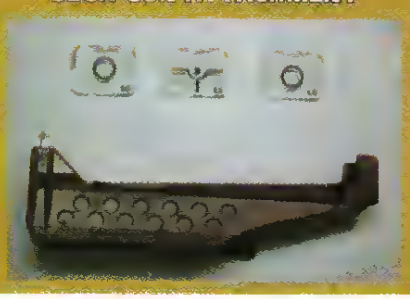
Skip back one level: Hold **X, Y, Z** and **Up** and press **L**.

BUG!

Stage Skip

Press **START** at the first title screen to bring up the words "Start Game" and "Options". Now press **B, A, B, Y, Down, Right, A, L, Down**. (The **L** represents the button on top of the controller, not Left on the D-pad.) You'll hear the Bug yell, "Yikes!" to indicate that the cheat is in place. Now start the game. When you want to skip to the next stage, just hold the **L** button at any time and press **Up** on the D-pad. To warp to the previous stage, just hold the **L** button and press **Down**.

SEGA GUN ATTACHMENT



As you may know, *Virtua Cop* was released for the Saturn in America with a bright funky orange gun. The Japanese version is a cool flat black color, just like the ones in the game. With the release of *Virtua Cop 2*, Japanese Saturn owners got a neat gunsight add-on that helps you to get maximum aiming power. At press time, the folks at Sega of America had no plans to release this cool attachment in the States, probably because they didn't want to go through the trouble of remanufacturing the add-on in that orange plastic. So until we have the





Argh! It's our nasty orange gun! Why?

CLOCKWORK KNIGHT

999 Lives

At the title screen, press **Up**, then **Right** nine times, **Down** six times, **Left** seven times, **Z, X, Y, Y, Y, Z**

Stage Select

Press **Left, Up, Right, Down, Down, Right, Right, Up, R** while the words "PRESS START BUTTON" are flashing on the title screen. The words "Betsy's Room" will appear, press **Up** or **Down** to change your starting stage—or, while the stage name is on the screen, press **Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up, R** to add a "Last Boss" option to the list.

CLOCKWORK KNIGHT 2

Boss Select

Choose "Bosses Galore" from the main menu; then, when the "Bosses Galore" title is on the screen, press **X** five times, **Y** seven times and **Z** five times. You'll see the name "Bob" on the screen. Now you can battle any boss in the game by pressing **Up** or **Down** to choose your favorite.

Hidden Mini-Games

Choose the "Bosses Galore" option; then, while the "Bosses Galore" title is on the screen, press **Up, Up, Right, Right, Down, Down, Left, Left, X, Y, Z**. You'll hear a little tune and the word "Minigame" will appear. Now choose "Start" to find the hidden "Mini-Games Corner" menu, where you can choose to play seven freaky sub-games with the little super-deformed Pepperouchau from the "Loading" screen. There's even a crazy driving game starring BaroBaro.

999 Lives

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down**. The words "Player 999" will appear on the screen, indicating that you will be playing the game with 999 lives in reserve.

Stage Select

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up**. A stage-select menu will appear. Press **Up** or **Down** on the D-pad to choose any room, then use the **X** and **Z** buttons to choose a starting stage.

See the Ending

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down**. The word "Ending" will appear on the screen. Now choose "Start" to see the cinematic sequence from the end of the game, including the cast's final curtain call.

Secret Screens

Clockwork Knight 2 uses the internal clock of the Saturn to send you secret messages on special dates. Try setting the Saturn clock to January 1, February 14 or December 25 to get different title screens.

Control the Level 1 Boss

It's tough to get this code to work, but if you use the 999 Lives and Stage Select cheats, you'll have a better chance at trying.

Here goes. As soon as the snake boss appears in the "Kid's Room" boss stage, you'll see a spotlight appear on him and he'll yell into the microphone. While the spotlight is on, quickly press **Left, Right+B+C, Right+B+C** on Controller 2. If you can get this code to register, you'll be controlling the boss with Controller 2. Here are the controller commands:

D-pad Left, Right—Move the boss left or right

D-Pad Up, Down—Move the boss closer or farther away

Z, C—Move the boss up or down

A, B, Y, L, R—Make boss noises

X—Toggle the room light on or off

If you press the **START** button on Controller 2, the computer will take over and go after Pepperouchau again.

Control the Level 2 Boss

You can also control the monkey boss in the "Study Room" level. When the piece of paper first transforms into the monkey, he'll put his hands in the air and grunt three times. As soon as he starts to grunt, press the **START** button on Controller 2 and hold it down until he's finished grunting. Now you can control the boss with Controller 2. Here are the controller commands:

D-pad Left, Right—Make the boss face left or right

A—Make the monkey beat his chest

B—Pick up Pepperouchau and slam him to the ground (if you're close enough)

C—Jump into the air and land on Pepperouchau

COLLEGE SLAM

Secret Teams

At the *College Slam* title screen—while the words "Press Start" are flashing—press **Left, Up, B, Up, Down, Up, Right, C**. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs", you'll find a new option called "Edit Frat" that allows you to change the Greek letters on the team insignia.

Vs Screen Cheats

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs" screen appears and the announcer says, "Today's match up...", enter one of the following cheats:

Quick Hands—**Left, C, B, B, Up**

Max Power—**C, Down, C, Right**

Power-Up Goaltending—**Down, Down, Down, Up, Up, Up**

Power-Up Fire—**Left, Right, Left, Right, Up, Down, Down**

Power-Up Turbo—**Down, C, Down, Down, Up**

Power-Up Offense—**Right, Up, Down, Down, Up**

Power-Up 3-Pointers—**Up, Up, Up, C, C, C**

Power-Up Dunks—**Down, Up, Down, Up, Down, Up**

Power-Up Push—**Up, C, Up, B, Up, Up**

Push an opponent and both fall—**Up, Left, Left**

Push an opponent and only his teammate falls—**Down, C, Down, C, Down, C**

Teleport Pass—**Right, Right, Right, Up, Up, Up**

High Shots—**Up, Up, Up, Up, Up, Up, Down**

Speed Up—**Right, Right, Right, Right, Right, Right, Left**

Display shot percentage—**Up, Up, Up, B, B, B**

Whirlwind—**Up, Right, Down, Left, Up, Right, Down**

CYBER SPEEDWAY

Hide Gauges and Meters

At any time during a race, press **A + B + C** simultaneously. This will hide all of the gauges and meters on the screen to give you a clear view of the action.

DARIUS GAIDEN

Extra Credits

At the "Game Start/Option" screen, press **X, A, L, R, Left**, then hold **L** and press **X, C, Z, A, Right, Right**. You'll hear a sound to confirm the code. Now start the game and you'll find that both players have nine continue credits instead of the usual three.

Mega Fire

Also at the "Game Start/Option" screen, hold **B**, then press **Y, Right, Left, X, Z, L, R**. You'll hear an explosion to confirm the code. Now start the game and hold the fire button for super rapid-fire.

Extra Difficulty Settings

Again, at the "Game Start/Option" screen, hold **X**, then press **Z, C, L, B, Left, R, L**. You'll hear a sound to confirm the code. Now enter the Option menu to find two new difficulty settings, "Very Easy" and the extremely difficult "Abnormal".

DAYTONA USA

Extra Time

On the beginner track, you'll see a slot machine with three slots. Each time you pass it, press the **X** button to stop one of the slots. If you get three 7's, you'll receive extra time.

Jeffrey's Dance

On the expert track, as you approach the Jeffrey statue, push the **X** button repeatedly to make the Jeffrey statue rotate and stand on his head.

Mirror Mode

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Track" screen, you can race the courses in reverse.

Time Trial

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Car" screen, you can race in time trials by yourself.

Karaoke Mode

In "Arcade Mode," hold **Up** on the D-pad while making your choice at the "Select Your Track" screen. Then during the race, press **Up** to make the words to the *Daytona* theme song appear at the bottom of the screen.

Extra Cars

At the title screen—while the words "PRESS START BUTTON" are flashing—point the D-pad diagonally in the **Down/Right** position and hold the **L, R, C** and **Y** buttons. With all of these buttons held, press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you have six new cars to race with, a total of 10 available vehicles.

Secret Horse Trick

If you can finish in first place on each of the three tracks on Normal difficulty setting in "Saturn Mode," you'll get two new vehicles, one manual and one automatic. Incredibly, they're not cars, but horses.

Easier Horse Trick

At the title screen, point the D-pad diagonally in the **Up/Left** position, hold the **X, Z, A** and **B** buttons and press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you can play as the brown (automatic) or gray (manual) horse.

Baby Horses

Choose a horse and race the Beginner track in Endurance mode. If you win, you'll earn two more "vehicles" called "Horse 2", horses that are being followed by baby horses.

Hidden Music

Buried deep within the data of the *Daytona* CD are excerpts of 73 different songs from Sega games of the past and present. To hear them, you must earn a score that's high enough to put your initials on the high score table. Once you're there, enter the initials as shown to hear different tunes:

A B—Main theme from *After Burner*
KAG—"Maximum Power" from *After Burner*
KOU—Title theme from *Alex Kidd*
SAO—"Break Out" from *Alien Storm*
JIM—Title theme from *Alien Syndrome*
ANI—"Rise From Your Grave" from *Altered Beast*
YAM—"Choice" from *Bloxeed*
BNB—Theme from *Bonanza Bros.*
YOJ—"BGM A" from *Bonanza Bros*
YAN—"Filthy" from *Columns*
IGA—"Select" from *Columns 2*
KOS—"King of Speed" from *Daytona USA*
LGA—"Let's Go Away" from *Daytona USA*
SKH—"Sky High" from *Daytona USA*
P P—"Pounding Pavement" from *Daytona USA*
DST—"Beat Away" from *Dunk Shot*
KAO—"Toast!" from *Dunk Shot*
H S—"A HI RU" from *Dynamite Dux*
E R—Main theme from *Enduro Racer*
MAS—"BGM 2" from *Enduro Racer*
EXN—"BGM A" from *Exhaust Note*
YUI—"Good! Let's Go!" from *Flashpoint*
GLC—"Air Battle" from *G-LOC*
NAG—Opening theme from *G-LOC*
G E—"Beyond the Galaxy" from *Galaxy Force*
HSB—"Defeat" from *Galaxy Force*
GDA—"Wilderness" from *Golden Axe*
GPR—"Time Attack" from *GP Rider*
H O—Main theme from *Hang On*
K T—"Advertise" from *Hang On*
SHO—"Sprinter" from *Super Hang-On*
M M—Outside a Crisis" from *Super Hang-On*
KEN—Title Demo theme from *Line of Fire*
UME—"MJ-Dance" from *Michael Jackson's Moonwalker*
KK—"Theme of Kouchi" from *Original*
O R—"Magical Sound Shower" from *OutRun*
TOR—"Rush A Difficulty" from *Turbo OutRun*
OSI—"Vivacious" from *Turbo OutRun*
ORS—"Adventure" from *OutRunners*
P D—"Like the Wind" from *Power Drift*
ISO—"Poker Face" from *Power Drift*
QTT—"BGM 1" from *Quartet*
MIT—"Earth Frame G" from *R360*
TRS—"Earth Frame G" from *R360*
R M—"Soup Up" from *Rad Mobile*
OKA—Theme from *Rent-A-Hero*
KAZ—"BGM 1" from *Scramble Spirits*
SDI—"System Down" from *S.D.I*
MMM—"Blue Moon" from *S.D.I*
S H—Main theme from *Space Harrier*
S C—"Game Start" from *Stadium Cross*



S F—Opening theme from *Strike Fighter*
ASA—"Funky Bomb" from *Strike Fighter*
SMG—"Advertise BGM" from *Super Monaco G P*
AO —"Name Entry" from *Super Monaco G P*
VMO—Theme from *Sword of Vermilion*
TET—"Tetrimix" from *Tetris*
T B—"Burning Point" from *Thunder Blade*
NAK—"Type 2" from *Thunder Blade*
TAK—"Type 3" from *Super Thunder Blade*
AKJ—"Advertise" from *Virtua Cop*
DEK—"Advertise" from *Virtua Cop*
V F—"Akira Stage" from *Virtua Fighter*
A Y—"Akira Stage" from *Virtua Fighter*
J B—"Jacky Stage" from *Virtua Fighter*
S B—"Sarah Stage" from *Virtua Fighter*
PAI—"Pai Stage" from *Virtua Fighter*
K M—"Kage Stage" from *Virtua Fighter*
W H—"Wolf Stage" from *Virtua Fighter*
J M—"Jeffry Stage" from *Virtua Fighter*
LAU—"Lau Stage" from *Virtua Fighter*
VFT—"Lion Stage" from *Virtua Fighter 2*
V R—"Polygonic Continent" from *Virtua Racing*

DECATHLETE

Tumble Racing
In the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press **Left, Right, Left, Right, X** When the race starts, your athlete will roll to the finish line like a tumbleweed

Hop On One Leg
Also in the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press **Up, Left, Down, Right, X** When the race starts, your athlete will start to run, then hop on one leg until the end of the race Both of these tricks seem to make your character move a little faster

EARTHWORM JIM 2

Infinite Energy
Press **START** to pause the game at any time during play, then press **Left, A, Z, Y, Down, A, Y, Down** Unpause the game and you'll find that your energy has been restored to 100% Repeat this code whenever necessary to keep your health maxed out

Infinite Lives
Press **START** to pause the game at any time during play, then press **Y, A, Right, Down, Down, A, Left, Right** Unpause the game and you'll find that your life counter has jumped to nine Repeat this code whenever necessary to keep your lives maxed out

F1 CHALLENGE

Change Starting Position
Start a game in Arcade mode Immediately after you choose your car, you will be asked if you want Automatic or Manual transmission Highlight the transmission type you want, then choose it by entering one of the following codes, when the race starts, you'll be in the position you chose
First Place—Hold **L + X + Y + Z** and press **START**
4th Place—Hold **L + X + Y** and press **START**
7th Place—Hold **L + X + Z** and press **START**
10th Place—Hold **L + X** and press **START**
13th Place—Hold **L + Y + Z** and press **START**
16th Place—Hold **L + Y** and press **START**
19th Place—Hold **L + Z** and press **START**
22nd Place—Hold **L** and press **START**

Change the Number of Laps
As above, when the "Select Course" menu appears, highlight the course you want, then choose it by entering one of the following codes When the race starts, the number of laps will be set to the number you chose as follows
1 Lap—Hold **R + X + Y** and press **START**
2 Laps—Hold **R + X + Z** and press **START**
3 Laps—Hold **R + X** and press **START**
4 Laps—Hold **R + Y + Z** and press **START**
5 Laps—Hold **R + Y** and press **START**
6 Laps—Hold **R + Z** and press **START**
7 Laps—Hold **R** and press **START**
9 Laps—Hold **R + X + Y + Z** and press **START**

GALAXY FIGHT

Boss Code
Highlight "Vs Mode" at the main menu, then press and hold **L, R** and **Y** on *both controllers* While holding those six buttons down, press **START** on Controller 1 When the character select screen appears, you'll find four additional characters to choose from Bonus, Yacopu, Rouwe and Felden

Taunt Select
To choose which taunt your character speaks at the end of a match just hold the **A, B** or **C** button, each one corresponds to a different taunt

GAME SHARK

Play Japanese Discs
Normally, the American Saturn cannot be used to play Japanese Saturn software, the operating system refuses to recognize an import disc as a CD-ROM and the game will not load With a Game Shark installed in the Saturn's cartridge slot, put the Japanese game in the drive and turn the Saturn on Choose "Start Game" from the Game Shark main menu, then highlight "Start Game Without Enhancements Now hold down the **X, Y** and **Z** buttons and press **START**, the game will magically load just as if it were being booted on a Japanese Saturn

GEX

Password
Final battle with Rez—C Z Y D R H Y P

Stage Skip
At any map screen, press the **START** button, then, while the game is paused, hold the **R** button and press **START, Right, Right, Down, Right, Up, L, A, Left, Left** All of the stages on the current map screen will be opened

Cheat Codes
While inside any of the game's stages, press **START**, then, while the game is paused, enter any of the following codes for different effects
99 Lives— Hold **R** and press **Up, Up, Down, Right, A, Down**
Invincibility— Hold **R** and press **B, A, Down, A, Down, Down, Down, Up, Down** Right
Super Speed— Hold **R** and press **Right, X, L, Right, A, Down START, Right, Right, Down**
High Jump— Hold **R** and press **Down, Up, START Right, Right, Down, L, Right, START**
Fire Shots— Hold **R** and press **C, Up, Right, Right, Y, B, Up, Right, Up**
Ice Shots— Hold **R** and press **Right Y, Right, Down, Right, Right B, Left, Up, Right**
Electric Shots— Hold **R** and press **Down Up, START, Right, Right, Z, A, START, START, Right, Right**

GOLDEN AXE: THE DUEL

Vs Mode Shortcut
When playing in Vs mode, you can take advantage of a hidden feature to cut down on the game's loading time and get you back into the action more quickly Here's how it works When a match is over and the words "Wins" appears on the screen (e g "Keel Wins'), press **START** to pause the game then press the **L** button A small menu will appear that allows you to choose the fighters for the next battle Select your characters, then hit **L** again and unpause the game After the point tally, the game will go to the loading screen—but instead of returning to the full-sized character select menu, you'll go straight into another match with the characters you chose from the mini-menu

Magic Attacks
To perform your character's Magic Attack, knock the little elves who pass by and pick up the potions that they drop When you have five potions, push **X+Y+Z** to activate the magic attack power, then perform the move listed below while your character is powered up Note that all of these moves are shown as if your character is facing to the right, if you're facing left, just reverse the left/right commands
Kain Blade's "Firestorm" → ↓ ↘ → ↗ + X, Y or Z
Milan Flare's "Bloody Tempest" Hold ↓, then ↘ → ↗ + A, B or C. Press ↓ + X, Y or Z on the way down
Gillius Rockhead's "Jaw Break" → ↘ ↓ ↙ ↗ + X, Y or Z
Zoma's "Dark Carnival" ↓ ↘ → ↓ ↘ → + X, Y or Z
Jamm's "Spirit Summons" Hold ←, then → ↓ ↘ + X, Y or Z
Doc's "Shockwave" → ↘ ↓ ↙ ← → + X, Y or Z
Panchos' "Blast Wave" ← ↙ ↓ ↘ → ↗ + any Kick button
Green's "Mammoth Slam" → ↘ ↓ + Z (while jumping in)
Keel's "Insanity Winds" ↓ ↙ ← ↓ ↙ ← + X, Y or Z
Death Adder's "Falling Sky" ↓ + C (in the air)

GUARDIAN HEROES

Cheat Mode
To access a Debug feature, choose "Option Mode" from the title screen When the Options menu appears, highlight "EXIT" and hold the **X, B** and **Z** buttons Here's the tricky part While holding those buttons down, press and continue to hold **Down** on the D-pad, then quickly tap the **A** button while the "DIP Switch" option is highlighted Note that you must tap the **A** button before the cursor starts to move down again—remember that you're still holding **X+B+Z+Down**—and you must release the **A** button immediately after you press it, before the DIP Switch menu appears
If you've done this correctly, you'll find three new options at the dip switch menu Turn the "Enemy Level Disp " option on to see the experience levels of all enemies in the Story Mode With the "Next Exp Disp " option on, you'll get a red-and-black "Next" indicator on the screen in Story Mode that saves you from having to pause the game just to find out how many experience points you need to go up a level Best of all is the "Debug" option, turn this on to gain access to the following features
• A "Test Mode" option will appear at the Options menu, this allows you to see any of the game's seven different endings
• In Story Mode, when the character set-up menu appears, your character will have a level of 200, you'll also have 200 bonus points to fully max out your strength, vitality, intelligence, mental powers, agility and luck ratings
• In Story Mode, a stage select menu will appear after you choose your character
• In Story Mode, you can refill your life points at any time by holding **X+Y+Z** and pressing **Up**. (If you hold **X+Y+Z** and press **Down**, you'll die instantly)
• In Story Mode, you can skip to different scenes using the following commands
Hold **R** and press **START** to skip ahead one event
Hold **R+A** and press **START** to skip ahead two events
Hold **R+B** and press **START** to skip ahead three events
Hold **R+C** and press **START** to skip ahead four events
Hold **L+R** and press **START** to skip back one event
Hold **L+R+A** and press **START** to skip back two events
Hold **L+R+B** and press **START** to skip back three events
Hold **L+R+C** and press **START** to skip back four events
• In Vs Mode, you can choose from any of 45 different characters, including all of the heroes and enemies from the whole game
• In Story Mode and Vs Mode, if you pause the game and tap the **L** button, you will see boxes drawn around the characters that show how the game's collision detection works, if an enemy touches the box, it registers a hit If you pause and tap **L** a second time, the boxes will be three-dimensional Pause and tap **L** a third time to remove the boxes
• If you have both the "Debug" and the "Next Exp Disp." options turned on, the red-and-black meter in Story Mode will display your karma points instead of experience points

GUNGRIFFON

Cheat Codes
Each of the following codes should be entered at the main title screen, while the words "Press Start Button" are flashing yellow and white. Each of these codes ends with the **START** button, which takes you into the main menu so if you want to use more than one cheat at the same time, just enter a code, then choose "Main Game" or "Exercise" and press the **B** button to cancel out of it, the game will then return to the main title screen so you can enter another cheat. All codes should also be entered quickly
Invincibility—**Left, Right, B, C, C, START** Entering this code will make you invincible
Stage Select—**Y, Y, A, Y, Y, START** With this code in place, you'll be able to choose any stage in the Main Game
Infinite Jumping Ability—**Up, Right, Down, Left, Z, START** This code disables your mech's jump meter The jump energy will never be used up, so you can jump as often as you like
Infinite Ammunition—**B, B, B, C, START** This



code gives you infinite 120mm ammunition for your main gun, the weapon status window will always show 80 rounds remaining no matter how many times you fire
See the Ending—**Down, Up, Right, A, Left, START** Enter this code, then choose "Main Game" to see the ending sequence
Tackle Attack—**Right, Right, B, C, A, START** This cheat code allows you to attack your enemies by running into them However, your mech will also take damage if you use this attack
Double Hit Points—**X, Y, Z, Up, Down, START** Your initial hit points will be doubled This code also doubles your maximum hit points
Turret Lock—**B, B, B, Up, C, START** If you rotate your mech's turret with this code in place, the turret will not automatically return to the forward position when you release the L button
Change Height—**Down, Left, C, C, START** When you enter this code, you can adjust the height of your mech at any time with the buttons on Controller 2 Press **Z** on Controller 2 to go up, **C** to go down or **A** to reset to the default height
Disable Targeting Cursor—**Left, Right, C, A, START** This makes the game more difficult by disabling your mech's targeting cursor
Disable Radar—**B, B, B, Down, C, START** This makes the game more difficult by disabling your mech's radar systems
Hard Mode—**Down, C, C, A, START** This makes the game much more difficult, your enemies will shoot at you much more aggressively
Silly Controller 2 Codes
During the game, press **Right, Right, X, B, A, L, L, L, R** on Controller 2 to activate the programmers' debugging display, a bunch of basically useless numbers that appear on the screen With the code in place, press **Y** on Controller 2 to toggle between three different settings, the best of which is "off" Also on Controller 2 In Stages **1** and **10**, if you press the **C** button rapidly many, many times, the windmills will eventually begin to turn faster and faster

HANG ON GP

Access All Courses
Access the Option menu and highlight any icon Next, press **B** to return to the main menu, then press **R, R, L, R, R** on top of the controller, you'll hear a xylophone sound to confirm the code Now you can race on the previously-unavailable courses without having mastered the first three.

HIGH VELOCITY

Secret Vehicle (The Hard Way)
If you've finished all 36 heats in *High Velocity*, you can access a top-secret hidden vehicle by entering the "Full Counter" course and choosing "Turn Left." You'll see a black Porsche sitting next to the restaurant, If you ram it with your car from behind, you'll be able to choose the black Porsche as your own vehicle
Secret Vehicles (The Easy Way)
Go to the car select screen and highlight car type "F", then hold the **L, R** and **Y** buttons and press **Right** The Porsche is now available without all the hard work With the Porsche highlighted, hold **L, R** and **Y** again and press **Right** to find yet another secret vehicle, a diesel truck.
Secret Course
At the "Mode Select" menu, highlight every available option and press the **B** button at each one, one at a time When you press **B** at the last option you'll see all of the menu options light up for a second to confirm the code Now select the "Time Trial" When the "Course Select" menu comes up, highlight any of the three tracks, hold the **X** button and press **A** You'll be sent to a secret rooftop course with no specific path from start to finish The background scenery will match that of the track you highlighted at the "Course Select" menu Press the **Y** button to get a pop-up window with an overhead view

THE HORDE

Cheat Codes
Press **START** to pause the game, then enter any of the following cheat codes The effects will appear when you press **START** to unpause
Invincibility—**B, Up, Right, Down, A, Down, A, Right**
Double speed—**B, Right, A, B**
Infinite continues—**A, Down, Right, A, Down**
Show entire map—**Left, A, Up, Down, B, A, A, B**
30,000 Crowns (money)—**Left, A, A, B, Left, A, Right, Down**
All Items available—**B, Right, A, Left, Left, Down, Right, A, A, Left**
Game does not end when village is destroyed—**A, Down, Down, Right, A, Down**
Skip to Next Level—**Down, A, Left, Left, Down, A, A, Right**
Watch all video scenes—**Right, A, Left, Left, A, Up, B**

IMPACT RACING

Cheat Passwords
Enter any of these cheat codes at the Password entry screen to get power-ups or other effects:
I.AM IMORTAL—Infinite shields
ALL TOOLEDUP—Access all weapons
LOADSOFSTUFF—Infinite weapons
BONUS LEVELS—Play all of the bonus stages in succession
RABBITBAOGER—Adds a "Skip Level" option to the 'Pause" menu
ENOGAMELEVEL—Warp to the game's final stage
JOURNEYS END—See the end sequence and credits

IRON STORM

Multiplayer Campaign Mode
When you play *Iron Storm* in Campaign mode, you can't use the "CPU/User Options" menu to give control of the enemy forces to other players However, if you're in the middle of a campaign and you want to take control of the CPU forces, just access the "Sound" option from the System menu, go to the "Snd Test' option and set the BGM to "5 UK" Now highlight the "SE' (sound effects) option and listen to all 116 sounds with the **C** button Once you've triggered all of the sound effects, return to the system menu and you'll find that you can access the "CPU/User Options" to set up a multiplayer game
Secret Attack Configuration Menu
When initiating an attack, a statistics screen will appear just before the animated sequence that shows the attack being carried out If you press the **A** button on Controller 2 immediately as this statistics screen appears, you'll get a secret configuration menu that allows you to change the way the animated sequence looks Change the weather from "Hare" (normal) to "Yuki" (snow), "Ame" (rain) or "Kumori" (overcast), or change the camera setting to any of nearly 100 pre-programmed camera movements (the default "100" gives you the recommended camera setting for that battle) Still don't know what "Ruiseki" means

LAST GLADIATORS DIGITAL PINBALL

Hidden "Victors" Table
At the title screen after the words "PRESS START BUTTON" appear, press **X, Y, Z, X, Y, Z, C, B, A, Up, Up, START** You'll warp immediately to the "Victors" table, a small pinball machine which actually leads to the game credit sequence that plays when you beat the game You'll only have a short time to play it before the credits roll, but hey, it's something
If you're some kind of nut who wants to watch the ending credits without playing the "Victors" table, use this code at the title screen instead: **C, B, A, A, B, C, Y, Z, X, Down, Down, START**
Debug Menu
If you can read Japanese, you might get a bit more out of this cheat than the average American gamer At the title screen—when the words "PRESS START BUTTON" appear—press **Up, Up, Down, Down, Left, Right, Left, Right, X, B, Z, R, START** You'll be sent to a strange debugging menu with different windows of information The only thing you can play with is the small window that says "CPK" (actually, it says "CPK • Player" in Japanese) Move the arrow/cursor to the "Mount" button and press **A**, you'll get a list of items in the window above it To see or hear an item, highlight it with the cursor and **A** button, then point to the "Play" button and press **A** The items that start with the letters "CDDA" are the digital audio tracks from the CD, and the items that end with "CPK" are full-motion video scenes, most of the others will lock up the Saturn, as will the "CODA' and 'CPK" items as soon as they're done playing
Cheat Mode
At the title screen, after the words "PRESS START BUTTON" appear, press **Up, Up, Up, Up, A, B, C, Down, Down, X, Y, Z, START** You'll hear a sound to confirm the code Now start the game at any time during play (on any table), hold the **X** button and press **Up** you'll see two sets of numbers appear in the bottom right corner of the screen Change the number on the right by pressing **Up** or **Down** on the D-pad, then press **Z** to trigger one of the current table's special modes, for example, on the "Gladiators" table, each the following modes can be activated by pressing **Z** when the corner number is set as follows
00—Multiball
01—Roman Triumph
02—Retiarius
03—Bloody Arena (Two-Ball)
04—Chariot Races (Three-Ball)
05—Extra Ball Lit
06—Senator Mystery Lit
07—SPQR
08—Thracians
09—Empire
10—Gladiator Show
Experiment with the other tables to find out what each of the 11 numbers can trigger The only limitation is that you can't trigger one mode if the results of another mode are still in effect Also, the Saturn will crash after you run out of balls on any table with the cheat mode in place Heh heh... sorry
To remove the numbers from the screen, hold **X** and press **Down**, while the numbers are gone, hold **Y** and press **Up** to pause or unpause the game without obstructing the screen, or hold **Z** and press **Up** repeatedly to step through the animation one "frame" at a time
Secret Scene
Last Gladiators uses the internal clock of the Saturn to play funny tricks on you Assuming you have entered the date and time correctly at the Saturn's "System Settings" menu, you can see a behind-the-scenes video of the making of the game before the title screen appears if you load the game between 8:00 and 11:00 A.M. At any other time of day, you'll get the standard FMV introduction If you want to watch this hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and boot the game

THE LEGEND OF OASIS

Two Player Mode
At any time during the game, move Leon to a place where there are no enemies on the screen Press **Z** to open the Weapon Select window, then hold the **L** button and press **X** A duplicate of Leon will appear, he's controlled by Player 2 To get rid of him, just enter the code again

LOADED

Cheat Menu
During the game, press **START** to pause, then highlight the "BGM Volume" option at the pause menu Now press and hold the following buttons in order (you must continue to hold each button down until the sequence is complete) **L, Z, B, X, C, R** A cheat menu will appear, allowing you to skip the current level or boost your ammo, power and lives Once this code is in place, you can call up the cheat menu again at any time by pressing **L** at the pause menu

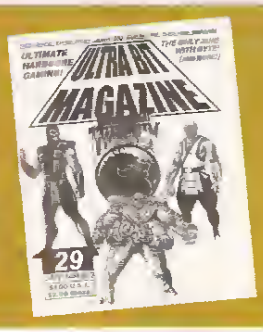
MORTAL KOMBAT II

Cheat Menu
When the "story" screens appear during the Introduction sequence, press **Down, Up, Left, Left, A, Right, Down, B, Y, C** When you get to the Main Menu you'll find a new option called "Switches". Access this option to activate various cheats, including one-hit kills and easier ways to find Smoke, Jade and Noob Saibot

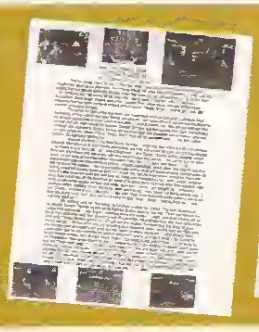
NBA JAM EXTREME

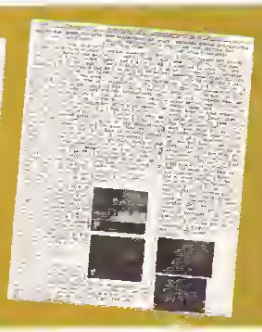
Secret Teams
To access special teams, enter the initials and birthdates as shown:
All Star East, Team 1—LMH Jun 28
All Star East, Team 2—EST Mar 14
All Star West, Team 1—WST Jul 12
All Star West, Team 2—RMC Apr 21
Smiley Team—MJT Mar 22
Random Select
At the team-select screen, hold **Up** and press **R** to choose a random team Once your team

Fanzine Patrol



You know, these fanzines are only coming in at the rate of about one per month Still they're usually worth the buck or two they cost to pick up, and *Ultra Bit Magazine* is no exception Issue 29 is just ten pages long, but it's packed with reviews of games like *Mortal Kombat Trilogy*, *War Gods* and *Alpine Racer* In fact, that's about all you'll find here reviews! Fortunately, editor Cory "Mr. Big" You keeps things simple and conversational, the text reads like one of your friends is telling you about a game, which helps to make the opinions more credible For a sample copy, send $1 U.S. or $2 Can. to Cory You at *Ultra Bit Magazine*, 3655 Sunset Blvd. #71, Rocklin, CA 95677





has been chosen, you can hold **Up** and press **R** again to choose two players at random
Stealth Select
At the team-select screen, hold the D-pad **Down** and press **R**. Your cursor and team choices will disappear. Now you can move the cursor to choose a team without your opponent knowing which one you've picked.

NFL QUARTERBACK CLUB '97

Cheat Codes
At the main menu, choose "Play", then select a "Preseason" game. When the team-select menu appears, enter any of the following codes to get different cheats and tricks in effect:
Landmine Mode—**X, X, X, Z, X, X**
Fumbles—**X, X, X, L, X, X**
No Fumbles—**X, X, X, R, X, X**
Constant Turbo—**X, X, Y, Y, X, Y**
Crappy Team—**X, X, Y, R, X, Y**
Big Players—**X, X, Z, Y, X, Z**
Small Players—**X, X, Z, Z, X, Z**
Shadow Players—**X, X, Z, L, X, Z**
Long Range (allow 100-yard throws and kicks)—**X, X, Z, R, X, Z**
Super Slow Motion—**X, X, L, Z, X, L**
Super Fast Game—**X, X, L, L, X, L**
Super Team—**X, X, R, Y, X, R**
Super Slippery—**X, X, R, Z, X, R**
Short, Fat Players—**X, Y, Z, Y, X, Z**
Tall, Skinny Players—**X, Y, Z, Z, X, Z**
Eight Downs per Series—**X, Y, L, Y, X, L**
Activate All Possible In-Game Cheats—**X, X, R, R, X, R**
Secret Teams
At the team select menu, press **L, Y, R, R, L, R**. This code adds over 100 secret teams to the available choices, including historical teams, Pro Bowl line-ups, Acclaim and Iguana teams, a '96 All-Rookie team, a '96 Cleveland Browns team and six special "game magazine" teams. Look for Nikos, Betty and the rest of the *Tips & Tricks* staff on the "VideoGames" team.

NHL ALL-STAR HOCKEY

Crazy Codes
To enable these codes, start a game in any mode. During the introductions—when the players are skating around on the ice prior to the start of the game—press **L+R+X+Y+Z** simultaneously, then release all the buttons. Once you've done this, you'll be able to enter the following codes during the national anthem to change the game:
• Press **L+R** during the national anthem for giant players.
• Press **A+B** during the national anthem for short players.
• Press **A+Y+Z** during the national anthem for upside-down players.
• Press **X+Y+R** during the national anthem for a spring-loaded puck. (When the puck is tipped or shot into the air, it will continue to bounce until it is touched.)
• Press **A+X** during the national anthem for a "black hole" at center ice. (A loose puck—if left untouched—will gradually be pulled into the center of the rink.)
Player Power-Up
To create a team of perfect players with fully powered-up attributes, choose the "Construct Player" option at the "Manage Rosters" menu. (If you have not already created a roster, you may need to do so before you will be allowed to access the "Construct Player" option.) Enter the new player's name, then advance to the "Player Construction" menu, where you'll see the default setting of 60 in each of the player's attribute categories. Now hold the **A, B, C, X, Y** and **Z** buttons down and press **Up** on the D-pad; you'll see the total in the "Point Pool" jump to 600. Use these extra points to give your new player a perfect rating of 100 in every category, you can repeat this code to create a whole team of superhuman players.

NIGHT WARRIORS DARKSTALKERS' REVENGE

Extra Turbo Speed
At the "Option Mode" menu, highlight "Turbo Speed" and press the following buttons very quickly on Controller 1: **X, X, Right, A, Z**. You'll hear a clashing steel sound to confirm the code; if you don't get it right, try pressing the buttons more quickly. With the code in place, you'll find that you are now able to set the Turbo Speed all the way up to eight stars.
Secret "Appendix" Menu
Also at the "Option Mode" screen, highlight the "Configuration" option and quickly press **B, X, Down, A, Y**. You'll hear the clash of steel to confirm the code, and you'll see a new option called "Appendix" at the bottom of the screen. Choose this option to find a top-secret menu with tons of cool options as follows:
• "Turbo" and "Auto Guard" allow you to disable the in-game speed and guard prompts that appear before each battle. If you set "Turbo" to "On", you'll always play at the turbo setting you chose at the Option Mode menu.
• "Max Round" lets you change the round counter from three to one or five.
• "BGM" gives you the opportunity to change the game's background music into the music from the original *Darkstalkers* game! Choose the "Random" setting to have the game randomly choose between the music from "Classic" *Darkstalkers* or the default *Night Warriors* music (called "Hunter" after the game's Japanese title, *Vampire Hunter*).
• "Scenery" lets you alter the colors of the game's backgrounds to match those of the original *Darkstalkers* arcade game. Also, if you set this option to "Classic" and watch the game's introductory demo, you'll see the intro from the original *Darkstalkers* game.
• Like the previous two choices, "CPU Color" gives you the ability to choose characters with the "Classic" *Darkstalkers* colors.
• "Full Animation" will restore several insignificant frames of animation to certain characters' movements which were deleted from the default "Cut" setting.
• "BGM Test" lets you listen to the game's music.
"Pause" Code
At the "Option Mode" menu, highlight "Screen Size" and quickly press **A, C, Y, Y, Up**. You'll hear the clashing steel sound to confirm the code. Now start the game, and you'll find that when you press the **START** button to pause, the screen will not darken and the word "Pause" will no longer appear.

OFF-WORLD INTERCEPTOR EXTREME

Extra Money
At the Options menu, quickly press **A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, L**. You should hear a voice to confirm the code; now you have lots of extra cash to upgrade your vehicle.

PANZER DRAGOON

Space Harrier Mode
Start the Saturn with no disc inside to access the CD menu. Choose "System Settings" and switch to German at the "Language" menu. Next, start the game. Press **START** at the first title screen, then press **Up, X, Right, X, Down, X, Left, X, Up, Y, Z** while the words "Start Game" and "Options" are on the screen. You'll hear a laser-like sound; now start the game and you'll be able to play without the Dragon.
Infinite Continues
Press **START** at the first title screen, then press **Up, X, Right, Y, Down, Z, Left, Y, Up, X** while the words "Normal Game" and "Options" are on the screen. You will hear a laser-like sound; you will now have infinite continues.
Invincibility
Press **START** at the first title screen, then press **L, L, R, R, Up, Down, Left, Right** while the words "Normal Game" and "Options" are on the screen. The words "Invincible Mode" will appear on the screen.
Stage Select
Press **START** at the first title screen, then press **Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z** while the words "Normal Game" and "Options" are on the screen. A stage-select menu will appear on the screen.
Suicide Maneuver
Press **L, R, A, B**, and **C** all at the same time, your dragon will take a dive right away and the stage will start over.
Level 0
At the difficulty/options title screen, enter **Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R**. If done properly, Level 0 will start automatically. Your strength continuously goes down and can only be replenished by hitting an enemy.
New Weapons
At the difficulty/options title screen, enter the code **Up, X, Right, Y, Down, Z, Left, Y, Up, X**. To select a weapon, hold down one of the action buttons at the Episode 1 screen: Hold **A** or **X** for normal weapon, **B** for red lasers, **C** for sidewinders, **Y** for multi-shot, or **Z** for wide shot.
Dragon-Only Mode
First, enter the "New Weapons" code as shown above. Next, at the same screen, press **Left, Left, Right, Right, Down, Up, Down, Up, L** button, **R** button; you'll hear the confirmation sound again. Start the game to find that the dragon's rider has vanished. The dragon has no standard missiles; only the lock-on weapon will work.
Sega Logo Man
Have you ever noticed the man who changes into a Sega logo during *Panzer Dragoon*'s demo mode? To get a closer look at the polygons that make up Mr. Sega Logo, grab Controller 2 as soon as he appears, hold the **X, Y** and **Z** buttons and press **START**. Now you can manipulate the image with Controller 2 as follows:
Right—Rotate screen clockwise
Left—Rotate screen counter-clockwise
A+Right—Rotate image clockwise
A+Left—Rotate image counter-clockwise
Down—Zoom in
Up—Zoom out
A+Down—Tilt backward
A+Up—Tilt forward
X or **Y**—Hold either of these buttons to change the character's shading
A+B+C—Reset to the initial position and shading
When you're finished playing with the polygons, press **START** on Controller 1 to return to the game. (For some reason, this trick may not work if you didn't have Controller 2 plugged in when you turned the Saturn on.) If you have already entered the "New Weapons" code (above) the Sega Logo guy will change into a woman.

PANZER DRAGOON II ZWEI

Radar Change
At any time during the game, if you hold the **A** button on Controller 2, the radar will change from a top-down scanner to a side-view radar that shows how high your enemies are from the ground; you'll see a tiny triangle representing each foe.

PEBBLE BEACH GOLF LINKS

Secret Video Menu
Start a game of *Pebble Beach*, then hold **Right** on the D-pad, also hold the **X** and **Z** buttons and press **RESET** on the Saturn console. After the Saturn logo appears, you'll be sent to a hidden video debug menu that allows you to watch any of the game's full-motion video sequences. Press **A** or **C** to start any scene, **B** brings you back to the menu.
Gallery Code
Start a game, hold **Down** and **B** button and press **RESET** on the Saturn console. When the game restarts, the gallery of spectators will always be there to watch you play, even if you're just practicing.

RAYMAN

Infinite Continues
When you lose your last life and the Game Over/Continue screen appears, press **Up, Down, Right, Left**. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.
Infinite Lives
At any time during the game, press **START** to pause, then enter the following code while the word "PAUSE" is on the screen: Press and hold the **A** button, press **B+Right** on the D-pad simultaneously and release, press **R+diagonal Down/Left** on the D-pad and release, press **C+Y+Z** simultaneously and release, then release **A**. Press **START** to continue the game, you'll see that your life counter has jumped to 20. You can repeat this code at any time to keep your life counter maxed out at 20.

NiGHTS 2: RESURRECTION

Boss Codes
Enter these cheats at the character-select screen to make five different boss characters appear in a bonus box at the bottom of the screen:
Vitiol—**Right, Right, Right, Up, Up, Down, Left, Left, Down, Down**



Months and months ago, a reader named [illegible] Boles sent us a cool cut-and-drawing of Scorpion from the *Mortal K[illegible]* video series. As a gag of all sorts, somebody in the [illegible] hung the drawing on the door [illegible] Editor in Chief Chris [illegible] it's been sitting here for [illegible] Chris [illegible] reminded him of, then [illegible] The art style [illegible] of that of noted and [illegible] toonist Charles [illegible] work, *Black Hole*, [illegible] by Kitchen Sink Press. Can you see the resemblance?



Supervisor—**Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up**
Assault—**Right, Up, Up, Right, Down, Right, Up, Up**
Mayhem—**Left, Right, Down, Left, Up, Left, Down, Left, Down**
Anil 8—**Up, Right, Down, Right, Right, Up, Left, Up**

SEGA RALLY CHAMPIONSHIP

Secret Course
At the main menu, hold the **X** and **Y** buttons and choose either Time Attack mode, Two-Player Battle or Arcade Practice mode. When it's time to choose a track, you'll find that the extra "Lakeside" course is now available to you, even if you haven't previously qualified for it by winning the first three tracks in Arcade Championship mode. (Press **Right** at the course menu to find the new track when playing in Arcade Practice mode.)
Secret Car
At the main menu, press **X, Y, Z, Y, X** on Controller 1. You won't hear any signal to confirm the code, but when you start the game you'll find a powerful new vehicle to choose from: the Lancia Stratos. (Press **Left** find the automatic Stratos at the Arcade car select menu or press **Right** to choose a Stratos with manual transmission.)

SHELLSHOCK

Cheat Menu
Press **START** at the main menu, then—when the hangar appears—press **Down, Up, Down, Up, Up, Up, Up, Up, Down, Down, A, A, A**. A cheat menu will appear with three options:
• LEVEL. Press **C** to change the level number to any of the game's 25 stages. When you press **B** to exit the cheat menu, enter the briefing room to start at the level you chose.
• "INVUNERABLITY". Yes, it's a whopper of a spelling error, but this option will also make you invincible during the game if you turn it on with the **C** button.
• FULL UPGRADES. Press **C** to activate this option, then go to the workshop area and access the status computer. Surprise! Your tank's been fully equipped with all of the upgrades in the game—plus you've got an extra $50,000 to spend in case Props decides to break out some of those microwave ovens or VCRs he keeps telling you about.

SHINOBI LEGIONS

999 Shurikens
Visit the "Options" menu and move the pointer to the "Shurikens" option. Now hold the **L** and **R** buttons on top of the controller and press **C, A, B**. The number of Shurikens will change to 999.
99 Lives
Press **START** at the first title screen, then highlight the words "Game Start" and press **A, Z, B, Y, C, X, START**. You won't get any kind of signal to confirm that the code has been entered properly, but when the game starts you'll see that you have 99 lives in reserve.
Expert Mode
Press **START** at the first title screen, then highlight the words "Game Start" and press **A, B, C, B, A START**. You won't get any signal to confirm that the code has been entered properly, but when the game starts you'll be in "Expert Mode"—with no lives in reserve and only one hit on your energy bar.
Stage Select
Start a game, then press **START** to pause. While the word "PAUSE" is on the screen, simply press **A, B, A, B, C**. You'll see a number appear in the lower-left corner of the screen; this represents the number of the current stage followed by "-1". To change the number, press **Left** or **Right** on the D-pad. Once you've decided which stage you want to play, press the **START** button to warp directly to it.

SKELETON WARRIORS

Invincibility
At any time during the game, press **START** to pause, then press **C, Right, A, Z, Y, Left, A, Right, Down, B, A, B, Y** ("crazy lard baby"). When you press **START** again to return to the game, you'll find that your character is now invincible.
Infinite Lives
At any time during the game, press **START** to pause, then press **B, A, Down, B, A, Left, Down Right, Y, Up** ("bad bald Ryu"). When you press **START** again to return to the game, you'll find that your lives counter has jumped to 99. Repeat this code whenever necessary to keep your lives maxed out—as if you could ever use up 99 lives!
Infinite Crystals
At any time during the game, press **START** to pause, then press **Left, A, Z, Y, C, Right, A, B, B, Y, Down, A, Down, Down, Y** ("lazy crabby daddy"). When you press **START** again to return to the game, you'll find that your crystals counter has jumped to 80. Press the **Z** or **C** button to fire your weapon and you'll see that the counter never goes down, giving you infinite firepower.
Stage Select
At any time during the game, press **START** to pause, then press **Left, Up, C, C, Y, Left, Up, C, C, Y**. Press **START** again to return to the game, then hold **A + B + C** and press **START** to reset. Now choose "Options" from the title screen; you'll find a new stage-select option called "Test Start" at the top of the menu.

SLAM 'N JAM '96 FEATURING MAGIC & KAREEM

Secret Teams
At the main menu—the one that says "Exhibition Game/ New Season" etc—press **Left, Right, Up, Down, R, L, A, Down**; you'll hear a buzzer. Now immediately press **Left, Right, Up, Down, R, L, A, Up**; you'll hear another buzzer. This code adds two new teams to the available list: the "Left Field" team (starring the game's designers) and the "Monsters" team.
Secret Cheats
Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press **C** or **START**, as soon as the screen starts to fade to black. *Immediately* enter one of the following codes:
Big Head Mode. Tap the **X** button quickly and repeatedly until the tip-off.
Tiny Player Mode. Tap the **Z** button quickly and repeatedly until the tip-off.
Shot Percentage Indicator. Press the **L** button and hold it down until the tip-off.
After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that the code you entered is now in place. The "Big Head" and "Tiny Player" cheats are obvious, and the "Shot Percentage Indicator" code causes an on-screen percentage meter to appear whenever you take a shot (other than a dunk.) This number tells you how likely the shot is to go in.

SOLAR ECLIPSE

Cheat Codes
Each of the following codes should be entered while the game is paused and the "Chase Plane View/Cockpit View/Sound/Abort Mission" menu is on the screen.
Invincibility: **Right, Down, Down, Left, Right, A, START, C, A, Left**
Ammo re-supply: **Right, Down, Down, Left, START, C, Up, Down**
Scatter Weapon: **Right, Down, Down, Left, START, A, Left, A, Down**
Energy Sponge: **Right, Down, Down, Left, B, Up, START, Y**
Secret undersea level: **Right, Down, Down, Left, START, Up, B**
Secret "Corkscrew" level: **Right, Down, Down, Left, START, C, Right, Up**
Secret "Trench" level: **Right, Down, Down, Left, Right, Right, Down, Down**
Secret "Fade to Black" level: **Right, Down, Down, Left, X, Y, Z, Z, Y**
Secret "Chowder" level: **Right, Down, Down, Left, Y, Down, Down, Up, Right, C**
Secret "Heads Up" level: **Right, Down, Down, Left, C, Right, A, Z, Y**
Secret "Horde" level: **Right, Down, Down, Left, C, Up, Down**
Secret "Off-World" level: **Right, Down, Down, Left, Right, A, C, Y, C, A, Right**

SONIC 3D BLAST

Cheat Mode
At the title screen—while the words "Press Start" are flashing—hold the **C** button and press **START**. Now start the game, to use a cheat, just press **START** to pause the game and press any of the following buttons:
A—Skip ahead one stage
B—Skip ahead three stages
C—Skip to Panic Puppet Zone, Act 3
X—Add one extra life
Y—Add one extra medal
Z—Earn all Chaos Emeralds

STREET FIGHTER ALPHA

Dramatic Battle
Choose "Arcade Mode" from the main menu and have both players join in. Now enter the following codes before the timer expires:
Player 1—Highlight Ryu, hold the **L** and **R** buttons on top of the controller and press **Up, Up**. Now release the top buttons and press **Up, Up** again, then choose Ryu with the Jab button (the default is **X** on the Saturn.)
Player 2—Highlight Ken, hold the **L** and **R** buttons on top of the controller and press **Up, Up**. Now release the top buttons and press **Up, Up** again, then choose Ken with the **Fierce** button (the default is **Z** on the Saturn.)
When the fight starts, the screen will say, "Here comes a new challenger!" and M. Bison will jump in to challenge both Ryu and Ken to a two-on-one battle. It sounds easy, but it's more challenging than you might think because of the fact that Ken and Ryu share the same energy bar.
Fight Akuma First
Hold the **L** and **R** shift buttons and press **B** when selecting a character. Continue to hold all buttons until the start of the match.
Secret Characters
To play as a hidden character, highlight the "?" box on your side of the screen at the character select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered *very quickly*. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing **Down**.
M. Bison (Player 1)—Hold the **L** button and press **Left, Left, Down, Down, Left, Down, Down**, then **X+Y** simultaneously.
M. Bison (Player 2)—Hold the **L** button and press **Right, Right, Down, Down, Right, Down, Down**, then **X+Y** simultaneously.
To choose the alternate-color Bison, end the code by pressing **A+B** simultaneously instead of **X+Y**.
Akuma (Player 1)—Hold the **L** button and press **Left, Left, Left, Down, Down, Down**, then **X+Y** simultaneously.
Akuma (Player 2)—Hold the **L** button and press **Right, Right, Right, Down, Down, Down**, then **X+Y** simultaneously.
To choose the alternate-color Akuma, end the code by pressing **A+B** simultaneously instead of **X+Y**.
Dan (both players)—Hold the **L** and **R** buttons and press **Y, X, A, B, Y**.
To choose the alternate-color Dan, press **Y, B, A, X, Y**.

STREET FIGHTER ALPHA 2

Play as "Classic" Chun Li
At the character select screen with the "shortcut" turned off, highlight Chun-Li, hold the **START** button for at least three seconds, then press any button to choose her before releasing **START**. You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*, now her fireball is a "charged" move.
Play as "Classic" Zangief
At the character select screen with the "shortcut" turned off, highlight Zangief, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Sagat, Sodom, Rose, Birdie, Charlie, Dhalsim, Ryu, Adon, Chun-Li, Guy, Ken, Zangief. Now press and hold **START** for one second, then press an action button to choose Zangief before releasing **START**. Now Zangief plays the way he did in *Street Fighter II Champion Edition*, no air blocking, no Super moves, but a more powerful Piledriver. The D-pad directions for the above pattern is as follows: Start at Zangief, then **Down, Left, Left, Left, Left, Up, Up, Right, Right, Right, Right, Down**.
Play as "Classic" Dhalsim
At the character-select screen with the "shortcut" turned off, highlight Dhalsim, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Zangief, Sagat, Charlie, Dhalsim. Now press and hold **START** for one second, then press an action button to choose Dhalsim before releasing **START**.



Here's a strange code for the Saturn version of *Street Fighter Alpha 2*. Choose Survival Mode and highlight Sakura at the character-select screen. Hold the **START** button for one second, release it, then press **Up, Left, Down, Left, Down, Right, Right, Down, Left, Left, Down, Down, Down, Right, Up, Up, Right**. The cursor should be on Ryu. Now hold the **START** button for one second and press an action button before you release **START**. Ryu will magically change to Sakura! What's going on here? As far as we can tell, the creators of the game just decided to give Sakura six more color schemes (depending on which button you press) for a total of 12! Note: to do this on the Player 2 side, the moves are **Up, Left, Down, Left, Down, Right, Down, Left, Left, Up, Right, Right, Up, Left, Up, Right, Right**. Try it, it's weird!



Now Dhalsim plays the way he did in *Street Fighter II Champion Edition*, with no air blocking and no Super moves. The D-pad directions for the above pattern is as follows: Start at Dhalsim, then **Left, Down Right, Up**.
Play as "Evil" Ryu
At the character-select screen with the "shortcut" turned off, highlight Ryu, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Akuma, Adon, Ryu. Now press and hold **START** for one second, then press an action button to choose Ryu before releasing **START**. Now Ryu has powers similar to Akuma's. The D-pad directions for the above pattern is as follows: Start at Ryu, then **Right, Up, Down Left**.
Play as "Shin" (True) Akuma
At the character-select screen with the "shortcut" turned off, highlight Akuma, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Gen, Sakura, Rose, Sodom, Dan, Guy, Rolento, Sakura, Rose, Birdie, Akuma. Now press and hold **START** for one second, then press an action button to choose Akuma before releasing **START**. The D-pad directions for the above pattern is as follows: Start at Akuma, then **Down, Down, Right, Down Right Down, Down, Down, Left, Down, Left, Down**
Fight Against "Shin" (True) Akuma
Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not re-appear.
Mid Level Bosses
Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.
Choose a Victory Pose
After you defeat your opponent—but before the "K.O." symbol appears—hold the **START** button and one of the Punch or Kick buttons to choose from up to six different winning poses. Not all characters have six poses, however.

STREET FIGHTER: THE MOVIE

Play as Akuma
This cheat works in all modes except the "Movie Battle." To do it, you must press **Up, B, Down, Z, Right, X, Left, Y** as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

TOMB RAIDER

Stage Skip
During the game, press **START** to pause, then press Down and access the passport. Turn to the last page of the passport ("Exit to Title") and press **Z, Y, Z, Y, X, X, X, START**, you'll hear Lara moan to confirm the code. Now press **A**, instead of returning to the title screen, you'll skip to the end of the current stage.

ULTIMATE MORTAL KOMBAT 3

Ultimate Kombat Kodes
To activate three hidden characters in the Saturn version of *Ultimate MK3*, access the "Ultimate Kombat Kode" screen by playing the game in one-player mode and losing. When the screen appears, enter any of the following codes with the **A, B, C, X, Y** and **Z** buttons quickly before the timer expires:
Mileena (700-723): Press **X** seven times, **A** seven times, **B** twice and **C** three times.
Ermac (964-240): Press **X** nine times, **Y** six times, **Z** four times, **A** twice and **B** four times.
Classic Sub-Zero (760-520): Press **X** seven times, **Y** six times, **A** five times and **B** twice.
When one of these codes has been successfully entered, a message will appear that tells you that the character you chose is now at your control, you'll find them in the middle of the character-select screen.
Free Play
To earn infinite continue credits, wait for the copyright screen to appear at the beginning of the game and quickly press **Up, Up Right, Right, Left, Left, Down, Down**. This code must be entered very rapidly; if you're fast enough, you'll hear Shao Khan say "Excellent!" to confirm the code. Now when you start the game, the credit counter will be replaced by the words "Free Play", which indicates that you can continue a losing one-player game as many times as you wish.
Cheat Menu
When the main title screen appears (with the purple skulls in the background) quickly press **C, R, A, Z, Y, C, Y, R, A, X**. You'll hear Shao Khan laugh to confirm the code: make sure you hear him laugh twice, because he usually laughs once at this screen anyway. Now when the stone turning menu appears, highlight, "Kombat" and press **Up**: a secret "?" option will appear. Press any button to find the secret "Cheats" menu, turn on the "Free Play", "Frmac", "Mileena" and "Classic Sub-Zero" options to get exactly the same results you'd get from Ultimate Kombat Kodes and Free Play code above, turn off "Fatality Time" to be able to take your time when trying to perform fatalities and use "1 Round Match" to start each battle with one round won for each player.

VIRTUA COP

Secret Cheat Code
If you've already beaten the game, you may have already discovered the "Option Plus" menu and extra bonuses the game offers to the victorious. If you haven't, here's how to get them the easy way: During the opening demo, wait for the Sega logo to appear on a white background, then hold the **C** button on Controller 1 and press **Up, Down, Left, Right, Down, Up, Right, Left, Up, Up, Left, Right, Up**. You should hear three separate gunshots at different times during the code to confirm. Now you'll have access to the "Ranking Mode" from the main menu. You'll also get new surprises at the Option menu, including six additional difficulty settings, a "Free Play" option for unlimited credits and a separate "Option Plus" menu that allows you to activate a reverse-angle "Mirror Mode," check game stats with a Bookkeeping function or activate "Gun Select." With the Gun Select option turned on, you can get any gun at any time during the game, simply press the **START** button to pause, then press the Reload button to cycle through the different weapons. Available guns include a "Special" auto fire weapon that never runs out of ammo.
See the Ending
Play through the first stage until you reach the final boss with the rocket launcher. When you fire the final shot that kills him, quickly press and hold the **X, Z** and **B** buttons. Hold them down until the screen changes, instead of starting the next stage, you'll warp directly to the ending sequence.
Extra Name Entry Time
At the "Name Entry" screen, shoot at the "b/s" (backspace) icon quickly and repeatedly until the timer resets to 99. Now there's plenty of time to enter your initials.

VIRTUA FIGHTER

Boss Code
At the character select screen, quickly press **Down, Up, Right**, then **A+Left**. You'll hear a "swish" and you'll be playing as Dural.
Stage Select/Adjustable Ring Size
At the title screen—while the words "Press Start Button" are flashing—press **Up** 12 times, then press **START** and go to the Option menu. Move the highlight down past the "Exit" option (off the screen) and press **START**; you'll find a hidden Stage Select/Stage Size menu.
Alternate Character-Select Menu + Boss Code
When a "Vs." match is ending, hold the **L** and **R** buttons for a simplified menu that reduces disk access time. If you go to the title screen first, quickly press **Up** 17 times and immediately press **START**, Dural will be added to the alternate character menu.
Play Ranking Mode
To choose the Ranking mode without first beating the game, hold **Down/Right C, Y, L** and **R** at the title screen and press **START**.
Watch the Credits
Hold the **A** button down during the opening demos to see the names of the makers of *Virtua Fighter*.

VIRTUA FIGHTER 2

Gold and Silver Dural
To play as the silver Dural, highlight Akira and press **Down, Up, Right**, then **A + Left** simultaneously. To select gold Dural, highlight Lion and press **Down, Up, Left**, then **A + Right** simultaneously. Both of these codes can be used by both Player 1 and Player 2.

VIRTUA FIGHTER KIDS

Gold and Silver Dural
See the instructions under *Virtua Fighter 2* above.
Punch-Out!! Mode
First, beat the game with the difficulty set at "Hard". Once you've done this, start a game in Arcade mode. At the character-select screen, hold the **L** and **R** buttons when choosing your fighter. When the fight starts, you'll be battling in a first-person wireframe mode, similar to Nintendo's *Punch-Out!!* game.

VIRTUA FIGHTER REMIX

Tips and Codes
All of the cheats and tricks described above for *Virtua Fighter* will also work on *Virtua Fighter Remix*.

VIRTUAL ON

Boss Code
At the title screen—while the words "Press Start Button" are flashing—hold **Down** on the D-pad and press **L + R** simultaneously. You'll hear an explosion sound. Now you can choose Jaguar and Temjin at the Machine Select screen, just to the right of Raiden.
Alternate Colors
At the main menu, highlight the game mode you wish to play and choose it by pressing the L button. Now the Mechs have different colors.
Secret Colors
At the title screen—while the words "Press Start Button" are flashing—hold **Up** on the D-pad and press **L + R** simultaneously. You'll hear an explosion to confirm the code. This changes both Raiden and Temjin to a secret, alternate color scheme.
Change Camera Angle
During the game, press **X + Y + Z** simultaneously to switch to a different view.

WORMS

New Weapons
At the Weapon Options screen, move the cursor so it is not pointing to the word "Exit", then press **C, Z, Z, C, Z, Z C, Z, Z**. The Cluster Bomb, Uzi and Mines options will be replaced with Banana Bombs, the Minigun and Exploding Sheep, now you can use these weapons without waiting for them to appear in weapon crates during the game.

X-MEN: CHILDREN OF THE ATOM

Hidden Character (Player 1 Side)
At the character select screen, highlight Spiral, wait three seconds, then highlight the following characters in order for one second each: Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red. Silver Samurai. (The moves for this sequence are as follows: **Left, Left, Left, Left, Right, Up, Right, Right, Down**.) When you stop on Silver Samurai, wait three seconds, then press Light Kick + Hard Kick + Hard Punch simultaneously. (In the default control configuration, that's **A + C + Z**.) If you've done this properly—the trick is to count slowly and deliberately—the announcer will say "Silver Samurai", but Akuma will drop from the sky to take his place as your character.
Hidden Character (Player 2 Side)
To do the Akuma code on the Player 2 side, highlight Storm, wait for three seconds, then highlight the following characters in order for one second each: Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, Spiral. (The movements for this sequence are as follows: **Right, Down, Left, Left, Left, Left, Down, Right, Right**.) When you stop on Spiral, wait for three seconds, then press Light Kick + Hard Kick + Hard Punch simultaneously as above.
Screen Width Option
At the Option Mode menu, highlight "Difficulty" and press **Up**. **Down** ten times. A new option called "Screen Width" will appear. Change it to "Arcade" mode and your character will be able to move a little bit further past the edges of the screen during battle.



CRUIS'N USA

Secret Vehicles

At the "Choose Car" screen, press and hold the C▲, C◀ and C▼ buttons to change the '63 Muscle Car, La Bomba and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press A, Z or START to confirm your choice.

KILLER INSTINCT GOLD

Boss Code

When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline.) When this appears, press Z, A, R, Z, A, B. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game modes except "Training" and "Focused Training".

Bonus Options + Special Colors

As above, wait for the demo to show one of the character biographies When this appears, press Z, B, A, Z, A, L. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press Up or Down repeatedly to see the available hues, instead of the standard seven colors, you'll find new gold, white and "stealth" shadow settings.

More Bonus Options

As above, wait for the demo to show one of the character biographies When this appears, press Z, B, A, L, A, Z. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have become available.

See the Credits

As above, wait for the demo to show one of the character biographies When this appears, press Z, L, A, Z, A, R. You'll jump immediately to the game's ending credits sequence.

Stage Select/Music Select

When playing in two-player mode, you can choose the stage you want to fight in by holding Up or Down when you press a button to select your character as follows:

Castle Stage—Hold Up and press B
Jungle Stage—Hold Up and press C◀
Spaceship Stage—Hold Up and press C▲
Stonehenge Stage—Hold Up and press A
Museum Stage—Hold Up and press C▼
Helipad Stage—Hold Up and press C▶
Bridge Stage—Hold Down and press B
Dungeon Stage—Hold Down and press C◀
Street Stage—Hold Down and press C▲
Dojo Stage—Hold Down and press A
Spinal Ship Stage—Hold Down and press C▼

The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing his or her character as follows:

Sabrewulf Tune—Hold Up and press B
Maya Tune—Hold Up and press C◀
Glacius Tune—Hold Up and press C▲
Tusk Tune—Hold Up and press A
Fulgore Tune—Hold Up and press C▼
Orchid Tune—Hold Up and press C▶
Jago Tune—Hold Down and press B
Gargos Tune—Hold Down and press C◀
T.J. Combo Tune—Hold Down and press C▲
Kim Tune—Hold Down and press A
Spinal Tune—Hold Down and press C▼

Secret Stage

In two-player mode, have both characters choose their fighers by holding Down and pressing C▼, you'll fight in the secret Sky stage with Rare and *Killer Instinct* logos on the ground.

MORTAL KOMBAT TRILOGY

Play as Motaro

Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

Play as Shao Kahn

Choose any character, hold High Punch + Low Punch and point the D-pad or joystick Down before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3.

Stage Select

At the character-select screen, highlight Sonya, hold Up and press START, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.

Super Hard Mode

At the character select screen, highlight Kano, hold Down and press START, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motaro—followed by a whopping *eight* endurance matches.

Free Play

When the "story" screens appear during the game's demo mode, quickly press Down, Down, Up, Up, Right, Right, Left, Left on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish.

Secret "More Kombat" Menu

When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's C▼, B, A in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon.

Secret "Kombat Cheats" Menu

When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's C▲, C▶, C▼, A, B, B, B, A, A in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

NBA HANGTIME

Vs. Screen Codes

Each of the following cheats must be entered at the "Tonight's Matchup" screen while the voice is announcing the names of the two teams:

All Computer Assistance Turned Off—Hold Right, press Pass, Pass
Big Head—Hold Up, press Turbo + Pass simultaneously
Rooftop Court—Hold Left, press Turbo, Turbo
ABA Ball—Hold Right, press Shoot, Turbo, Pass
Display Shot Percentage—Rotate the D-pad or joystick clockwise

Each of the following codes must be entered at the "Tonight's Matchup" screen by pressing the Turbo, Shoot and Pass buttons to change the numbers in the box at the bottom of the screen:

Baby Sized Players—025
No Music—048
Tournament Mode—111
Fast Passing—120
Stealth Turbo—273
Max Speed—284
No Pushing—390
Unlimited Turbo—461
Hyper Speed—552
Max. Blocking—616
Quick Hands—709
Max Power—802
Goaltending Allowed—937

Secret Characters

To play as a secret character, choose "Enter Name" and input the name and pin number of one of the following special guests:

Hardaway—AHRDWY 0000
Amrich—AMRICH 2020
Bardo—BARDO 6000
Pesina—CARLOS 1010



Still not sick of Mario yet? Here's yet another zany trick that you can use to impress your friends who think they've seen all that *Super Mario 64* has to offer. First, plug a second controller into the Player 2 controller port on the Nintendo 64. Next, defeat Bowser and finish the game. (Hey, we didn't say it was going to be easy!) When Mario flies off to the castle and the Princess appears with her Toad guards, grab Controller 2 and use the analog joystick to change the camera angle! That's right, you can look at the Princess' feet or even see the goofy grins on the Toad guys' faces when Peach gives Mario that little smooch reward. This also works in the game scenes that appear while the credits are rolling; just point the Controller 2 stick in different directions to see different views of everything!



C. Robinson—CLIFFR 0000
Thompson—DANIEL 0604
Roan—DANR 0000
D. Robinson—DAVIDR 0000
DiVita—DIVITA 0201
Olajuwon—DREAM 0000
Ferrier—EODIE 6213
Elliot—ELLIOT 0000
Geer—EUGENE 6767
Ewing—EWING 0000
Hill—GHILL 0000
G. Robinson—GLENNR 0000
Grant—HGRANT 0000
Rivett—JAMIE 1000 or MUNDAY 5432
Japple—JAPPLE 6660
Skiles—JASON 0729
Carlton—JC 0000
Hedrick—JFER 0503
Hey—JONHEY 6000
Johnson—JOHNSN 0000
Kemp—KEMP 0000
Kidd—KIDD 0000
Boon—KOMBAT 0004
Malone—MALONE 0000
Martinez—MARTY 1010
Mednick—MEDNIK 6000
Miller—MILLER 0000
Minifee—MINIFE 6000
Morris—MORRIS 6000
Tobias—MORTAL 0004
Mutombo—MOTUMB 0000
Muresan—MURSAN 0000
Vinikour—MXV 1014
Ehrlich—NICK 7000
Fitzgerald—PATF 2000
Perry—PFRRY 3500
Pippen—PIPPEN 0000
Quinn—QUIN 0330
Rice—RICE 0000
Rodman—RODMAN 0000
Root—ROOT 6000
Liptak—SHAWN 0123
Smits—SMITS 0000
Oursler—SNO 0103
Stackhouse—STACKH 0000
Starks—STARKS 0000
Turmell—TURMEL 0322
Webb—WEBB 0000
Webber—WEBBER 0000
Funk—NFUNK 0101
Mourning—MOURNG 0000

STAR WARS: SHADOWS OF THE EMPIRE

See the Ending

Enter your name as "__Credits" (the first character is a space) or use the "Rename" option to change your name to this. When you choose a level and start the game, you'll go directly to the game's ending and credit sequence. Note: When entering the name, be sure that the "C" is the only letter that's capitalized.

SUPER MARIO 64

Infinite Lives

Enter the first Bowser stage and grab as many coins as you can. When you reach Bowser, do not throw him; instead, run around and pick up all of the coins that appear when he breathes fire. If you collect 1,000 coins—which takes almost two hours!—a green letter "M" will appear next to your life counter. Now whenever you die, instead of losing a life, your life counter will be increased by one.

WAVE RACE 64

Ride the Dolphin

Enter Stunt Mode and choose the Dolphin Park course. To activate the trick, you must perform all of the possible stunts—that means you must do a handstand, ride backwards, stand up, do a somersault, do a vertical flip off a ramp, do barrel rolls off a ramp in both directions (clockwise and counter-clockwise) and do the submarine dive off a ramp. You must also go through all of the rings and finish the course before the timer expires. The easiest way to accomplish this difficult task is to do all of the non-ramp stunts at the beginning of the course, before you reach the ramps; you can even do one stunt—like the stand and somersault—before you cross the starting line and you should still have enough time to reach the first checkpoint. There are only four ramps in the course, so you must do a different ramp stunt on each of them. If you can do all of the above correctly, you should hear the dolphin chattering happily when you cross the finish line. With this trick accomplished, return to the main menu, choose Championship mode and select the "Warm Up" option. When the Watercraft Select menu appears, highlight the character you want, hold the joystick **Down** and press a button to confirm your choice. (If you want the alternate-color character, hold **Up** on the D-pad while holding **Down** on the joystick.) When the race starts, you'll be riding the dolphin instead of a jet ski. With the dolphin trick accomplished, you'll also find that the game's demo mode alternates between the normal demo and a new demo of people riding dolphins.

WAYNE GRETZKY'S 3D HOCKEY

Instant Start

To start a game quickly, hold any button except **A** at the main menu and press **START**; you'll immediately jump to the face-off with you playing as Gretzky on the Rangers.

Select Opposing Team

When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the **C▶** button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent.

Player Size Tricks

At the Options menu, hold the **C▲**, **C◀** or **C▼** button and press **R**; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six digits control the way your character appears in the game as follows:

Big Heads—Hold the **C▼** button and press **R** until the first two digits of the "Specials" option are "10".

Huge Heads—Hold the **C▼** button and press **R** until the first two digits of the "Specials" option are "01".

Tiny Heads—Hold the **C▼** button and press **R** until the first two digits of the "Specials" option are "11".

Tiny Players—Hold the **C◀** button and press **R** until the third digit of the "Specials" option is "1".

Giant Players—Hold the **C◀** button and press **R** until the fourth digit of the "Specials" option is "1".

Short, Fat Players—Hold the **C▲** button and press **R** until the fifth digit of the "Specials" option is "1".

Tall, Thin Players—Hold the **C▲** button and press **R** until the sixth digit of the "Specials" option is "1".

Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announcer's voice in a humorous way.

Forfeit Game

During a game, press **START** to pause, then access the Options screen. Hold the **L** button and press **C◀** nine times; the seventh digit of the "Specials" option will be changed to "1". When you return to the game, you'll find that the game clock is at 0:00 and the score is 1-0 against you.

Trade Players

At the Options screen, hold the **L** button and press **C▼**, **C▼**, **C▲**, **C▲**, **C▼**, **C▼**, **C▶**, **C▶**, **C▼**, the eighth digit of the "Specials" option will be changed to "1". Now return to the main menu, choose "Records" and access the "Team Stats" option. When the team stats appear, press the **C▲** button ten times. A secret "Modify Teams" menu will appear. Use the D-pad or joystick to choose two teams to modify, then press **A**. The roster of the first team appears on the left; press **B** to change the team on the right. Use **Up** or **Down** to highlight the name of the player you want to replace, use **Left** or **Right** to highlight the name of the player you want to replace him with. Press **A** to make the substitution. Press **START** to advance to the other team to modify; when you're finished (or if you just wanted to mess with one team) press **START** to return to the "Team Stats" screen.

Frequent Fight Mode

At the Options screen, hold the **L** button and press **C▲**, **C▲**, **C▼**, **C◀**, **C▶**, **C▶**, **C◀**, **C▶**, **C◀**. The "Specials" option will appear with the ninth digit changed to "1". Now you'll have fights breaking out approximately every 20 seconds.

Access Super Teams

At the Options screen, hold the **L** button and press **C▶**, **C◀**, **C◀**, **C▶**, **C◀**, **C◀**, **C▶**, **C◀**, **C◀**. The "Specials" option will appear with the tenth digit changed to "1". Now you have access to four super teams at the "Select Your Team" menu: USA, Canada, Williams Entertainment and the "99ers".

See Company Logos

Press **Z** at the Options menu to view the different company logos that appear on the sides of the rink during the game. This only works if you choose Options from the main menu, not while a game is in progress. This also works at some other menu screens, like the "Records" menu.







THE ADVENTURES OF BATMAN & ROBIN

Level Skip

To skip the level you're currently on, press **START** to pause, then press **B, A, Down, B, A, Down, Left, Up, C**. ("BAD BAD LUC")

ALADDIN

Cheat Menu

Choose "Options" at the title screen, then press **A, C, A, C, A, C, A, C, B, B, B, B** at the options menu. You'll be sent to the debug menu, with options for invincibility, stage skipping and more.

ALIEN 3

Stage Skip

At the "Options" screen, press **C, Up, Right, Down, Left, A, Right, Down** on Controller 2. Now start the game, and when you want to skip to the end of the current stage, press **START** to pause, then press **C, A, B** and unpause.

ALTERED BEAST

Beast Select

At the title screen, point the D-pad in the **Down/Left** position, hold **A + B + C** and press **START**. A menu will appear that allows you to choose which beast you want to transform into during each of the game's five stages.

Stage Select + Cheat Menu

At the title screen, hold **B** and press **START**. A menu will appear that allows you to choose a starting stage as well as adjusting the game's difficulty, health meter and number of lives. Once you've set the options, press **START**, when the title screen appears, hold **A** and press **START** to warp to the chosen stage.

BATTLETECH

Passwords

Level 2: STJNNN
Level 3: GRBCHV
Level 4: BBYLND
Level 5: BMBRMN
Infinite Ammo: BRN521

BATTLETOADS/DOUBLE DRAGON

Secret Warps

Press **B, A, Down, B, Up, Down** at the character select screen for the Super Warp. Pick a character, then you can choose a starting level through Stage 5-2 and start the game with five lives. Press **Down, Up, Up, Down, A, B, B, A** for the Mega Warp. Choose a starting level all the way through Stage 7 and start the game with ten lives.

BEAVIS AND BUTT-HEAD

Password for Gwar Tickets

XBNFJ JDJ-x sVpGD

BEYOND OASIS

Special Moves

Grand Spin: Hold **B**, rotate the D-pad clockwise and release **B**.
Flip Slash: Hold **B**, press Forward, Back, Forward and release **B**.
Flash Stab: Forward, Forward, Forward, **B**

BOOGERMAN

Passwords

LEVEL 1: Flatulent Swamps
Scab Creature, Abdominal Sewer Man, Pus Creature, Miner Goblin
BOSS 1: Hick Boy
Ghost, Nose Goblin, Ghost, Pus Creature
LEVEL 2: The Pits
Pus Creature, Scab Creature, Ghost, Boogerman
BOSS 2: Revolta
Troll, Miner Goblin, Nose Goblin, Ghost
LEVEL 3: Boogerville
Scab Creature, Ghost, Abdominal Sewer Man, Boogerman
BOSS 3: Flyboy
Boogerman, Pus Creature, Miner Goblin, Scab Creature
LEVEL 4A: Mucous Mountains
Nose Goblin, Scab Creature, Ghost, Troll
LEVEL 4B: Nasal Caverns
Nose Goblin, Pus Creature, Ogre, Scab Creature
BOSS 4: Deodor Ant
Ghost, Scab Creature, Troll, Miner Goblin
LEVEL 5: Pus Palace
Pus Creature, Boogerman, Ghost, Pus Creature
FINAL BOSS: Boogermeister
Pus Creature, Abdominal Sewer Man, Boogerman, Miner Goblin

BUBSY II

Cheat Codes

Each of these cheats can be entered at the title screen.
All Levels Complete: **Up, A, A, A, Down**
Jump Frenzy: **B, A, B, C**
99 Diving Suits: **B, Left, Up, B**
99 Portable Holes: **Right, Up, B, B**
99 Smart Bombs: **C, C, C, Up, Down, C**
99 Nerf Ballzooka Shots: **B, A, Left, Left**
50 Lives: **B, Up, B, B, A**
Invulnerability: **C, A, B, C, Up, Down**

CASTLEVANIA: BLOODLINES

Expert Level with Extra Lives

Set the BGM on "05" and the SE on "073". Then press **START** to exit the menu. Let the game go back to the "Press Start Button" screen and press **START** for the "1P Start" screen. Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**, then go back into the "Options" menu to select the "Expert" level and start the game with nine lives.

COLLEGE SLAM

Secret Teams

At the *College Slam* title screen—while the words "Press Start" are flashing—press **Up, Down, Left, Right, Up, Down, Left, Right**. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret teams, including "Daytona Beach", "Palm Springs" and seven fraternities.

Whirlwind Cheat

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up...," press **Up, Right, Down, Left, Up, Right, Down, Left**. When the game starts, your player will be a mini-tornado who can knock opponents down just by running into them.

COMIX ZONE

Invincibility

Choose "Options" from the title screen, then enter the "Jukebox" mode. Enter the following code by placing the red checkmark cursor on each number in order and pressing **C**.
3, 12, 17, 2, 2, 10, 2, 7, 7, 11
Remember to press the **C** button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now press **START** to exit the jukebox and start the game, you'll see that your energy bar will never go down.

Stage Select

As above, choose the Jukebox and enter the following code by placing the red checkmark cursor on each number in order and pressing **C**.
14, 15, 18, 5, 13, 1, 3, 18, 15, 6
Remember to press the **C** button at each number. If you've done this correctly, you'll hear Sketch say, "Oh, yeah!" Now highlight a number from 1 to 6 and press **C** to warp to different stages as follows:
1—Episode 1, Part 1
2—Episode 1, Part 2
3—Episode 2, Part 1
4—Episode 2, Part 2
5—Episode 3, Part 1
6—Episode 3, Part 2
Press **START** to exit the jukebox and start the game, you'll start at the stage you chose.

Secret Fart

In most of the game's "panels," you can make Sketch pass gas by rapidly pressing **Down** on the D-pad. It seems easier to do this if there are no enemies on the screen.

CRUE BALL

Stage Select/Sound Test

Choose "Music Demo" and select "Twisted Flipper." While those words are on the screen, press **A, C, A, B**, then start the game. Before you launch the ball, hold **Up** and press **B** to raise the "volume level" to the next stage (hold **Down** and press **B** to lower the "volume".) Now you can also enter a sound test by pressing **A, B** and **C** together.

CYBORG JUSTICE

Secret Option Screen

Press **START** to pause the game, then *very quickly* press **C, B, B, C, C, A, C, B**.

DYNAMITE DUKE

Secret Cheat Menu

At the title screen, press **START** for the option mode, then press **C** ten times and **START** to enter a cheat screen.

EARTHWORM JIM

Weapon Power-Up (once per level)

Pause the game and press **A, B, B, B, C, A, C, C**

Energy Refill (once per level)

Pause the game and press **A, C, C, A, B, B, A, C**

Skip to Level 2

Pause on Level 1 and press **Left, Right, A, B, C, Left, Right, A.**

David Perry's Private Cheat Mode

With the game paused, press **A+Left, B, B, A, A+Right, B, B, A**. This takes you to the main cheat menu. You can turn on invincibility, play any level, pause the game without having it go dark or scroll around to look at the entire game map.

Plasma Recharge

Pause the game and press **C+Down, A, B, C, A, B, A, C**. Jim will say "Cheater! Plasma!" Unpause the game for nine plasma shots. Refill your plasma shots as much as you want.

Extra Continue

Pause the game and press **A, B+Left, A, B, A, B, C, A**. Jim will say "Cheater!" Unpause the game for an extra end-of-game continue. You can only do this once.

Extra Jim

Pause the game and press **B+Up, B, A, C, A, A, A, A**. Jim will say "Cheater! Wheee Doggy!" Unpause the game for an extra Jim. Repeat this code as much as you want.

EARTHWORM JIM 2

Super Cheat Code

During the game, press the **START** button to pause, then enter the following code while the game is paused: **A, C, C, A, B, A, B, Left**. The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a sound test. Press **A** or **B** to toggle each menu item.

Secret Move

To trigger the Manta shield, just press **Up+A+B**. This move makes Jim invincible for a few seconds.

Secret Stage

About halfway through "Level Ate," you'll find a set of three forks positioned just to the right of a horizontal piece of bacon. Use the Snott Parachute to float carefully between the bacon and the left fork, you'll enter a top-secret bonus level called "Forked."

Cheat Codes

To enter any of the following cheats, just press **START** to pause the game, then enter the code and unpause. Each code consists of eight steps. Other code comments:

- The "Map View Mode" works as follows: When Jim disappears, use the D-pad to scroll through the level to the part where you want to start from, then press **A** to make Jim reappear.
- The codes that give you extra meal worms will only work in the stages that require them; namely, "The Villi People", "Inflated Head" and "Hammer Head."
- The "Bomb Teleport" code only works in "The Flyin' King" level; it brings the bomb in front of you if you've left it behind.

Warp to End of Current Level—**A, B, B, A, C, B, B, Right**
Warp to End of Game—**C, A, C, A, B, A, A, Up**

T&T Tunes



Quick—how many video-game musicians can you name? Unless you're a hardcore gamer who actually reads—and remembers—the names that appear on the screen when you finish a game, chances are that you don't know any. If you do, one of them is undoubtedly the ubiquitous Tommy Tallarico, whose latest accomplishments are collected on this 29-track music CD. Game soundtracks are hot items in Japan and other countries, but here in the U.S., Tommy is one of the few artists who has gone out of his way to encourage people to listen to his work without a controller in their hands. His first collection—which included fully arranged versions of songs he wrote for *Global Gladiators*, *RoboCop vs. Terminator* and the landmark *Terminator* for Sega CD game—was purchased by Capitol Records; unfortunately, Capitol and most of the other major labels don't see the appeal of game music CDs and left Tommy to release *Games Greatest Hits Vol. II* himself. We say "more power to him." With creative control over every aspect of the CDs' production, Tommy has delivered a very long, very enjoyable sonic journey that features tons of surprises, particularly for those who expect nothing more than the hard-rock instrumentals that made up the majority of his first collection. Make no mistake, Tommy's trademark rockin' style is still present—particularly in the selections from the 3DO version of *Demolition Man*—but this time the crunching guitars and pounding drums alternate with the more orchestral stylings of songs from *Skeleton Warriors* and *Hyper 3-D Pinball*. Tommy has matured since the days of *Cool Spot*, both as a musician and a composer; ironically, this is most evident in the songs on

Invincibility—A, A, A, A, Left, Right, Right, Left
Map View Mode—A, C, C, B, A, A, B, Up
Energy Refill—A, B, C, A, B, C, A, A
Ammo Refill—C, B, B, A, C, B, A, A
Extra Life—A, B, C, C, C, A, A, B
Extra Continue—A, A, C, C, B, A, Left, Right
10 Extra Meal Worms—C, A, B, A, B, A, C, A
81 Meal Worms—A, B, C, C, B, A, B, B
Mega Plasma Gun—C, C, C, C, A, A, A, B
3 Finger Gun—C, C, C, C, A, A, A, C
Homing Missiles—C, C, C, C, A, A, B, A
Barn Blaster—C, C, C, C, A, A, B, C
Bubble Gun—C, C, C, C, A, A, B, B
Bomb Teleport—C, A, B, C, A, B, Up, Down
Warp to "Lorenzen's Soil"—A, A, C, C, B, B, A, A
Warp to "Puppy Love 1"—C, C, C, C, C, C, A, A
Warp to "The Villi People"—A, B, C, C, Up, C, Left, Right
Warp to "The Flyin' King"—C, B, C, Left, Right Left, A, B
Warp to "Puppy Love 2"—Left, Right, B, C, C, Left, Right, A
Warp to "Udderly Abducted"—Down, A, C, Left, Right, Down, A, C
Warp to "Inflated Head"—B, B, C, A, B, C, Left, Right
Warp to "ISO 9000"—A, B, C, Right, Right, Right, Right, Right
Warp to "Puppy Love 3"—Right, Right, A, B, C, Left, Right, A
Warp to "Level Ate"—C, C, Down, Down, A, Right, Right, Left
Warp to "See Jim Run—Run Jim Run"—B, B, C, Left, Left, Left, Left, Right

ECCO THE DOLPHIN

Super Cheat Menu
Start the game and move Ecco left and right. Press **START** to pause while Ecco is turning—you have to catch him while he's facing you. Next, press **Right, B, C, B, C, Down, C, Up**. A cheat menu appears, offering such options as stage select, sound test, message test, invincibility and more.
Invincibility
Input a valid password, press **START**, and wait for the screen that shows the name of the current level with your password. Press and hold **A** and **START**, and hold those buttons down until Ecco appears on the screen. Press **START** to unpause, and you'll be invincible.

EVANDER HOLYFIELD'S REAL DEAL BOXING

Green Boxer Password
At the title screen, choose Career mode and start a new career. Enter "The Beast" as your fighter's name and press **START**.

FATAL FURY

Victory Counter
Choose "Control" from the option menu then highlight the "Point" option. Hold **B** and set the point value to zero. Do this for both players, then start a two-player "VS" battle. Your point globes will be replaced by counters that show how many rounds you've won.

FLASHBACK

Walk Through Walls
Walk up to a wall in any stage of the game. Turn away from the wall, then hold the **A** button and point the D-pad away from the wall. The instant you see Conrad start to run, quickly release the **A** button and point him back at the wall. He should be able to walk through it. Note: This trick might kill you or crash the game.

GARGOYLES

Secret Messages
Pause the game at any time and press **A, B, Right, A, C, A**, then press **START** to unpause. You'll get a secret message from the creators of *Gargoyles*. If you pause the game and press **A, B, Right, A, C, A, Down, A**, then press **START** to unpause, you'll get another secret message, this time with some funky spheres spinning around the screen. If you're interested in this, you can control the movement of the spheres as follows:
- Press **START** to pause
- Press **A** to change the configuration of the spheres
- Hold **Up** to move the spheres closer together
- Hold **Down** to move the spheres farther apart
- Hold **A** and hold **Left** or **Right** to flip the spheres horizontally
- Hold **B** and hold **Left** or **Right** to flip the spheres vertically
- Hold **C** and hold **Left** or **Right** to rotate the spheres

To get out of either "message" screen, hold **A + B + C** and press **START**.
Refill Energy
Pause the game at any time and press **A, B, Right, A, C, A, Down, A, B**, then press **START** to unpause; you'll hear "Sega!" and your energy meter will be refilled.
Fireball Trick
Pause the game at any time and press **A, B, Right, A, C, A, Down, A, B, Right**, then press **START** to unpause; you'll hear "Sega!" to confirm the code. Now you can throw fireballs by pressing **A**.
Stage Skip
Pause the game at any time and press **A, B, Right, A, C, A, Down, A, B, Right, A**; you'll hear "Sega!" and you'll immediately skip to the next stage.

GENERAL CHAOS

Secret Cheat Mode
Pause the game. Press and hold buttons **A** and **B** on Controller 1 and button **C** on Controller 2 at the same time; you'll hear a bubbling sound. Now, while paused, you can access the following features:
Maximum Medics
Press and hold **A** and **C** on Controller 1 and **B** and **Down** on Controller 2.
Battle Advance
Press and hold **A, C** and **Up** on Controller 1 and **B** on Controller 2.
Full-Scale War Advance
Press and hold **A, C** and **Down** on Controller 1 and **B** on Controller 2.
These cheats give the victories and/or Medics to the Chaos Army. To give Havoc the benefits, simply reverse the commands, e.g. for max medics, press **A+C** on Controller 2 and **B+Down** on Controller 1.

JAMES POND II—CODENAME: ROBOCOD

Invincibility
At the beginning of the first stage, there's a ledge with five bonus items. Spell the word "cheat" by picking up the items in the following order: cake, hammer, "Earth" (the globe), apple and "tap" (the faucet). You'll get a sparkling shield that will protect you from harm.
Power-Up Code
You can refill your power meter if you spell the word "power" by picking up items in the following order: penguin, oil can, wine glass, Earth and racket.
Infinite Lives
In the sports level, spell the word "lives" by picking up items in the following order: lips, ice cream, violin, Earth and snowman.
Cheat Menu
At the title screen, hold **A+C**, point the D-pad in the **Down/Left** position and press **START** to access a cheat menu.

THE JUNGLE BOOK

Extra Stuff/Warps
Each of these codes must be entered while the game is *paused*.
Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A** to reset the timer, health meter and weapons supplies.
To warp to Shere Khan, press **A, C, A, C, A, C, A, C, B, B, B**.
To reset the timer so that you only have 10 seconds left, press **A, B, B, A, A, B, B, A**. Punch in **Left, A, Right, Down, B, A, Left, Left, C, Right, Up, Down**. The game will reset, when you restart, all of the characters will be upside down.
Start next to Baloo by pressing **B, A, L, U, U**.
Start next to Kaa by pressing **C, A, A, B, C, A, A**.
Try **A, B, B, A, C, A, B, B** several times to change the screen into different colors.
To skip to the next level, press **B, A, A, B, B, A, A, B, B, A, A, B, B, A**. You'll be able to see all of the levels in the game.
To see the end of the game, enter the code **B, A, Down, C, A, Right, Left, A, Right, Down**.
To start next to King Louie, press **Left, Up, A, Left, Up, A**.
To start next to the Witch Doctor Monkeys, type in **Right, A, Down, B, A, Down**.
Debug Menu
On the first level, run all the way to the right until you reach the briar patch. You'll know you're there when you see Mowgli recoil at the edge of the precipice. Jump into the canyon, but pause the game right before you're about to die. With the game paused, enter the code **B, A, Down, C, Right, A, B, Left, A, Right, Down, B, A, Left, Left, C, Up, Right, Left**. The screen will immediately change to the Debug Menu, with a level select and eight different debug features, including invincibility, "Solid Floor" (which keeps you from falling off the screen) and "Single Gem Mode," in which you need just one gem to complete a level.

JURASSIC PARK

Super Cheat Mode
Enter the password **"NYUKNYUK"**. Press **START** and the message **"SECOND CONTROLLER ENABLED"** will appear on the screen. Exit from the password screen, or enter any valid password to start the game. Press the **B** button on Controller 2 to refill your life gauge at any time; if you're playing as Grant, this will also give you a full supply of every possible weapon. Hold **A** on Controller 2, for slow motion mode. You can also use the D-pad on Controller 2 to move your character anywhere, even through walls, floors and ceilings.
Password Trick
Use the following password formula to start on any stage:
JP_0_ARK
Change the parameters of this password by entering different characters in the third and fifth positions. Enter **"G"** as the third character in the above password to play as Grant, or use **"R"** to play as the Raptor. Choose your starting stage by entering a number in the fifth position of the above password. Use **"1"** through **"7"** for Grant, or **"1"** through **"5"** for the Raptor.
Stage-Select/Sound Test Menu
Visit and exit the "OPTIONS" menu, then enter the "cheat" password "NYUKNYUK". Highlight the left or right arrows ("<<" or ">>"), then press and hold **A, B, C** and **START** one button at a time, in that exact order. The "SECOND CONTROLLER ENABLED" message will appear. If you highlight "EXIT" and press any button, then start the game, you'll get a hidden stage-select menu with a bonus sound test.

JUNGLE STRIKE

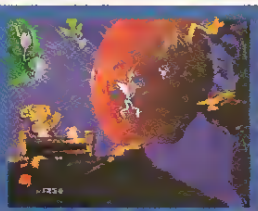
Super Cheat Passwords
These codes will start you at any mission with ten lives and all of the co-pilots rescued.
RXVWT74S6KB—Campaign 2
9WT7NL6MHBV—Campaign 3
X7NL4SHPG94—Campaign 4
VL4S6MGCZVH—Campaign 5
WS6MHPZJFTZ—Campaign 6
TMHPGCFDYN3—Campaign 7
7PGCZJYK34X—Campaign 8
NCZJFD3BR67—Campaign 9

KRUSTY'S SUPER FUN HOUSE

Level Codes
WHOAMAMA: Stage Two
FLANDERS: Stage Three
BROCKMAN: Stage Four
SIDESHOW: Stage Five
SMAILLIW: Infinite Lives/All Doors Unlocked

THE LAWNMOWER MAN

Cheat Code
On any of the platform levels, press **START** to pause the game, then press **Up, Right, A, B, A, Down, Left, A, Down**. Un-

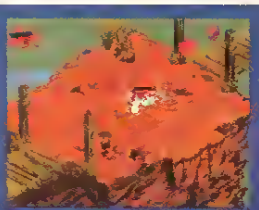


Several cuts from *Earthworm Jim 2* are included; a real treat for those who have only heard the music of the cartridge versions.

this collection from the game *Spot Goes to Hollywood*. In the game, Spot finds himself in different movie-style scenarios—an old western, an undersea adventure, an outer-space shooter—so Tommy was called upon to create movie-style music that would complement the intended atmosphere of each genre. The results are a treat for the ears; the dramatic horns and strings of songs like "Rafting" are right up there with most anything John Williams has ever cooked up for a Lucas or Spielberg film. Similarly, when *Hyper 3-D Pinball* called for a "gangster"-type tune for a pinball machine with a working 20s/Al Capone motif, Tommy whipped up some toe-tapping swing music that sounds absolutely authentic to the period, right down to the trumpet blasts and the gentle tap of the brush on the ride cymbal.

Sure, we'll admit we're a little biased—Tommy is a friend of the magazine who even shares the same initials as *Tips & Tricks*—but you'd have to be stone deaf not to recognize this guy as one of the world's most talented video-game musicians.

To order a copy of *Games Greatest Hits Vol. II*, send a check or money order for $9.99 + $2 for shipping and handling to Tommy Tallarico Studios, P.O. Box 1001, San Juan Capistrano, CA 92693. California residents should include 7.75% sales tax. For credit-card orders, call (714) 573-9076.



Spot Goes to Hollywood is not the first Spot game with tunes by Tommy Tallarico; he also did the memorable music for *Cool Spot*.

pause the game to complete the sequence. With that code in place, pause the game again. To skip to the next level, press B. To access a cheat menu—with invincibility, multiplier and stage-select options—press C. With the code in place, you can use these cheats on any stage, not just the platform levels.

MADDEN NFL 96

Secret Teams

There are dozens of hidden teams in the game, most of them are classic NFL and AFL line-ups, some are all-pro squads and several are teams from the little-known World League of American Football. To find them, simply access the "Team Selection" screen and enter one of the following codes. The cheats work for either team, so if—for example—you wanted to pit the '76 Vikings against the '95 Barcelona Dragons you'd just put the NFL cursor on the left side, enter the Vikings code, then move the cursor to the right and enter the Dragons code. All codes are entered with the A, B and C buttons.

AABBBCA—'80 Atlanta Falcons
AABCACC—'70 Baltimore Colts
AACAAAB—'68 Baltimore Colts
AACACBA—'64 Baltimore Colts
AACBBBC—'65 Cleveland Browns
AACCACB—'93 Buffalo Bills
ABAAAAA—'92 Buffalo Bills
ABAACAC—'91 Buffalo Bills
ABABBBB—'90 Buffalo Bills
ABACACA—'73 Buffalo Bills
ABACCCC—'85 Chicago Bears
ABBACAB—'77 Chicago Bears
ABBBBBA—'66 Chicago Bears
ABBCABC—'63 Chicago Bears
ABBCCCB—'88 Cincinnati Bengals
ABCACAA—'81 Cincinnati Bengals
ABCBBAC—'93 Dallas Cowboys
ABCCABB—'92 Dallas Cowboys
ABCCCCA—'78 Dallas Cowboys
ACAABCC—'77 Dallas Cowboys
ACABBAB—'75 Dallas Cowboys
ACACABA—'71 Dallas Cowboys
ACACCBC—'70 Dallas Cowboys
ACBABCB—'89 Denver Broncos
ACBBBAA—'87 Denver Broncos
ACBCAAC—'77 Denver Broncos
ACBCCBB—'62 Detroit Lions
ACCABCA—'67 Green Bay Packers
ACCBACC—'66 Green Bay Packers
ACCCAAB—'80 Houston Oilers
ACCCCBA—'69 Kansas City Chiefs
BAAABBC—'66 Kansas City Chiefs
BAABACB—'62 Dallas Texans
BAACAAA—'90 Los Angeles Raiders
BAACCAC—'83 Los Angeles Raiders
BABABBB—'80 Oakland Raiders
BABBACA—'76 Oakland Raiders
BABBCCC—'67 Oakland Raiders
BABCCAB—'91 Los Angeles Rams
BACABBA—'84 Los Angeles Rams
BACBABC—'79 Los Angeles Rams
BACBCCB—'68 Los Angeles Rams
BACCCAA—'84 Miami Dolphins
BBAABAC—'82 Miami Dolphins
BBABABB—'73 Miami Dolphins
BBABCCA—'72 Miami Dolphins
BBACBCC—'71 Miami Dolphins
BBBABAB—'76 Minnesota Vikings
BBBBABA—'74 Minnesota Vikings
BBBBCBC—'73 Minnesota Vikings
BBBCBCB—'69 Minnesota Vikings
BBCABAA—'85 New England Patriots
BBCBAAC—'76 New England Patriots
BBCBCBB—'79 New Orleans Saints
BBCCBCA—'90 New York Giants
BCAAACC—'86 New York Giants
BCABAAB—'70 New York Giants
BCABCBA—'68 New York Jets
BCACBBC—'80 Philadelphia Eagles
BCBAACB—'60 Philadelphia Eagles
BCBBAAA—'79 Pittsburgh Steelers
BCBBCAC—'78 Pittsburgh Steelers
BCBCBBB—'75 Pittsburgh Steelers
BCCAACA—'74 Pittsburgh Steelers
BCCACCC—'75 St. Louis Cardinals
BCCBCAB—'94 San Diego Chargers
BCCCBBA—'81 San Diego Chargers
CAAAABC—'66 San Diego Chargers
CAAACCB—'63 San Diego Chargers
CAABCAA—'94 San Francisco 49ers
CAACBAC—'89 San Francisco 49ers
CABAABB—'88 San Francisco 49ers
CABACCA—'84 San Francisco 49ers
CABBBCC—'81 San Francisco 49ers
CABCBAB—'78 Seattle Seahawks
CACAABA—'79 Tampa Bay Buccaneers
CACACBC—'91 Washington Redskins
CACBBCB—'87 Washington Redskins
CACCBAA—'83 Washington Redskins
CBAAAAC—'82 Washington Redskins
CBAACBB—'72 Washington Redskins
CBABBCA—Hall of Fame I
CBACACC—Hall of Fame II
CBBAAAB—'95 All-Madden
CBBACBA—'95 AFC Pro Bowl
CBBBBBC—'95 NFC Pro Bowl
CBBCACB—'95 Amsterdam Admirals
CBCAAAA—'95 Barcelona Dragons
CBCACAC—'95 Frankfurt Galaxy
CBCBBBB—'95 London Monarchs
CBCCACA—'95 Rhein Fire
CBCCCCC—'96 Scotland Claymores
CCAACAB—'95 EA Sports Team Madden
CCABBBA—All '50s
CCACABC—All '60s
CCACCCB—All '70s
CCBACAA—NFL Players Association I
CCBBBAC—NFL Players Association II
CCBCABB—NFL Players Association III
CCBCCCA—NFL Players Association IV

PICKET MANIA

Stage Select

At the Sound Test menu, set the Music to "Continue," the FX to "Appear" and the Speech to "Think ..." Now highlight the EXIT option and hold the D-pad to the Left for about five seconds, you'll hear a jingle. Now you'll get a level-select menu when you start the game.

MORTAL KOMBAT

Fatalities

When the screen says "Finish him!", quickly enter the code shown below for your character. If you can't get it to work, you may be standing too close or too far away, so experiment with different distances.

Liu Kang—Down, Back, Up, Forward, Down
Johnny Cage—Forward, Forward, Forward, A
Kano—Back, Back, A
Rayden—Forward, Back, Back, Back, A
Sub-Zero—Forward, Down, Forward, A
Sonya—Forward, Forward, Back, Back, START (Block)
Scorpion—Up, Up (easier if you hold Block)

Secret Boss

To find the secret character, Reptile, you must play in one-player mode until you reach the stage called "The Pit". Now look at the moon in the background, if there is a shadow of any kind flying in front of the moon, follow these steps: You must win two perfect rounds (a "Double Flawless" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninja, Reptile. If there is no shadow flying in front of the moon, you cannot reach Reptile. The "Super Cheat Code" below can help you; turn on Flag 2 at the cheat menu to guarantee a shadow in front of the moon on the Pit stage.

Arcade Mode

Wait for the screen which says, "The word 'code' has many different definitions," etc. Press A, B, A, C, A, B, B. You'll hear Scorpion say, "Get over here!" as the letters turn blood-red. You've just activated "Mode A," with all fatalities and blood effects intact.

Super Cheat Code

At the "Game Start/Options" screen, spell the word "DULLARD" with the controller by pressing: Down, Up, Left, Left, A, Right, Down. A third menu item called "Cheat Enabled" will appear. Highlight this new option and press START, you'll get a hidden configuration menu with new options as follows:

- Fighter 1/Fighter 2—Control what characters will be seen in the "Demo" mode (see below)
- Plan Base—Fight your opponents in a predetermined order in the 1-player mode.
- Chop-Chop—Allows you to choose which materials you'll be shattering in the block-breaking Bonus round; this only works when you enter the Bonus stage from this cheat menu by choosing "Chop-Chop" under the "Demo" option.
- 1 Play Chop/2 Play Chop—These numbers determine the frequency with which the Bonus stage appears during the game. Choose "1" to make the bonus stage appear after every battle or "6" to stall it for six battles. "0" disables the Bonus stage entirely.
- Demo—This option will show you different sequences from the game; just pick a scene and press the A button to view it.
- FLAG0/FLAG1—Player 1 and/or Player 2 starts each round in "Danger" mode, one hit and you're dead.
- FLAG2—Guarantees a shadow in front of the moon on the Pit stage.
- FLAG3—Changes the moon shadow into the head of Fergus McGovern of Probe Software.
- FLAG4—Gives you Reptile hints before every battle.
- FLAG5—Gives you infinite credits.
- FLAG6—The computer does fatalities on you in one-player mode.
- FLAG7—Locks in the background at the Palace Gates stage all the way up to the endurance match.
- Blood On—Turns on the blood effects and arcade fatalities.
- Cheat On—Turn this "Off" to deactivate all of the flags simultaneously, otherwise, leave it in the default "On" position.
- 1st Map—Use this to select the starting scenario or background. If you choose to start at the Pit, you will always get a shadow in front of the moon, which makes it easier to find Reptile.

MORTAL KOMBAT II

Test Modes

At the options menu, put the cursor on "DONE!" and press Left, Down, Left, Right, Down, Right, Left, Left, Right, Right. A new menu option called "Test Modes" will appear. The new menu options allow you to make either player invincible, put either character in "Danger" mode, choose any background, set free play, make the computer do fatalities and more.

Fergality

At the Test Modes menu, set the Background to 6 and turn on the "Oooh, Nasty!" option. Play the game as Rayden, and when it's time to do a fatality on your opponent, press Away, Away, Away, Block. That weird character is Fergus McGovern of Probe Software, developer of the Genesis version of *MKII*.

MORTAL KOMBAT II 32X

Test Modes

At the options menu, put the cursor on "DONE!" and press Left, Down, Right, Right, Down, Left, Left, Left, Left, Right, Right, Right. A new menu option called "Test Modes" will appear, giving you options similar to the Genesis cheat menus described above.

MORTAL KOMBAT 3

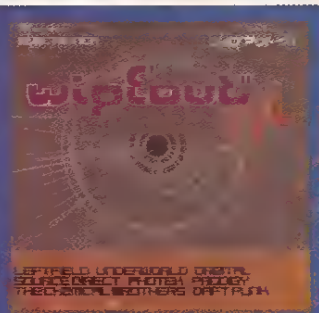
Play as Smoke

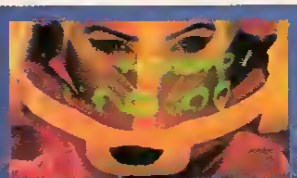
When the *MK3* logo appears at the beginning of the game and you hear a gong, press A, B, B, A, Down, A, B, B, A, Down, Up, Up. You'll hear Shao Kahn say "Smoke" and the background color will change from black to blood red. Now Smoke is a playable character in both the one- and two-player modes.

Endurance Mode

At the main menu, highlight the words "Start Game", hold the A and C buttons and press START. This takes you to a hidden character select screen in which both players can choose up to eight fighters for an Endurance match. Press START to register for the battle, then use Left and Right on the D-pad to choose a fighter for each box in the line-up. Press B to choose a fighter at random for the current box, or hold Up and press START for a random se-

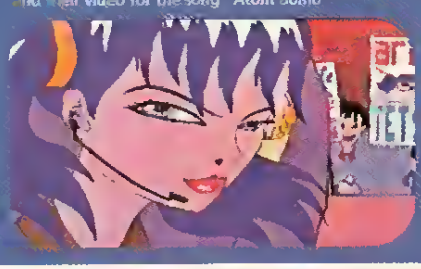
T&T Tunes





Last year, the CD soundtrack for the original *WipeOut* game was released in very limited quantities and was hard to get a hold of. This time out, many techno fans will be able to get their grubby hands on this gem, which features music from *WipeOut XL* as performed by some of England's top techno bands.

We should mention that this is not entirely representative of the current wave of British techno, as a lot of it is more experimental and ambient. Still, the stuff that is here matches the game exquisitely, as evidenced by the photos you see here; they're from the group Fluke and their video for the song "Atom bomb".



lection of characters for all boxes. Choosing the dragon logo is the same as choosing a character at random, but you won't know who the character is until his or her turn comes up during the fight. With a Sega Tap adapter, up to four players can participate.

Secret Cheat Menus

At the main menu, press **A, C, Up, B, Up, B, A, Down**. A new menu item called "Cheats" will appear. Choose it, and you'll get a secret menu with several new options. "Sound Test" lets you listen to all of the sound effects and music from the game, "Continues" allows you to change the number of credits in a one-player game (up to 95) and "Bio Screen" lets you see any character's biography simply by pressing the **START** button.

Also at the main menu, press **B, A, Down, Left, A, Down, C, Right, Up, Down**. Another new menu item called "Secrets" will appear. The "Timer" option allows you to change the speed of the game clock, or switch it off entirely. "Win Screen" lets you see the ending story of any character by pressing the **START** button, and "Kombat Zone" allows you to choose which stage you'll be playing in when you start the game.

Another cheat code that can be entered at the main menu is **C, Right, A, Left, A, Up, C, Right, A, Left, A, Up**, which gives you a "Killer Codes" menu. "Quick End" lets you perform fatalities, babalities, etc. with just one or two buttons, usually the last button (or combination of buttons) in the series when you perform the finishing move normally. (For example, the sequence for Jax's normal Friendship move ends with the **LOW KICK** button. If you set the "Quick End" option to "Friendships", you can do Jax's Friendship move by simply pressing the **LOW KICK** button once when the screen says "Finish Him!") The "Smoke" option gives you the ability to activate Smoke as a playable character without the hassle of entering the "Play as Smoke" code described above, and "Bosses" lets you choose Shao Kahn or Motaro as controllable characters—but only in two-player mode. "Play Hidden Game" lets you sample the hidden shooter game which appears when the battle counter reaches 100 in the normal game; hold any button after you lose your last ship to see some statistics about your performance.

NBA HANGTIME

Secret Power Ups

Each of these codes should be entered at the "Tonight's Matchup" screen just before the game starts.

ABA Ball—Hold **Right**, press **A, B, C**

Rooftop Court—Press **Left, Left+B, Left, Left+B**

Hawaii Court—Press **B, A, Right, Right, A, C, Up, Down, A**

No Drift—Press **Down, Down, B, A**

Computer Assistance Off—Hold **Right**, press **C, C**

In addition to the above codes, the following power-ups can be activated by using the **A, B** and **C** buttons to change the numbers at the bottom of the screen as follows.

Tournament Mode—111
Fast Pass—127
Max Speed—284
No Pushing—390
Hyper Speed—552
Max Block—616
Max Steal Ability—709
Max Power—802
Goaltending Allowed—937

NBA JAM

Secret Power-Ups

Each of the following cheats should be performed at the pregame screen that says "Tonight's Match-Up."

Show Shot Percentage: Press **A**, then press and hold **A, B** and **Down** until the tip-off.

"Juice Mode": Press **A** 13 times, then press and hold **B** and **C** until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the **B** button 14 times.

Power-Up Defense: Press **A** five times.

Power-Up Turbo: Press **A** 13 times, then press and hold **A, B** and **C** until the tip-off.

Power-Up Fire: Press **B** seven times, then press and hold **B, C** and **Up** until the tip-off.

Power-Up Dunks: Rotate the D-pad 360° and press the **B** button 13 times.

NBA JAM TOURNAMENT EDITION

Secret Character Initial Codes

Suns Gorilla (team mascot): Highlight "G", press **A**, highlight "O", hold **START** and press **B**, highlight "R", hold **START** and press **B**.

Benny (team mascot): Highlight "B", hold **START** and press **B**, highlight "N", press **A**, highlight "Y", hold **START** and press **C**.

Hugo (team mascot): Highlight "H", press **A**; highlight "G", hold **START** and press **C**, highlight "O", hold **START** and press **A**.

Crunch (team mascot): Highlight "C", hold **START** and press **A**, highlight "R", hold **START** and press **B**, highlight "N", press **A**.

Secret Power-Ups

Each of these power-up codes should be performed at the "Tonight's Match-Up" screen just before the tip off.

Display Shot Percentage: **Up, Up, Down, Down, B**

Quick Hands: **Left, Left, Left, Left, A, Right**

Max Power: **Right, Right, Left, Right, B, B, Right**

Powerup Goaltending: **Right, Up, Down, Right, Down, Up**

Powerup Fire: **Down, Right, Right, B, A, Left**

Powerup Turbo: **B, B, B, A, Down, Down, Up, Left**

Powerup Offense: **A, B, Up, A, B, Up, Down**

Powerup 3-Pointers: **Up, Down, Left, Right, Left, Down, Up**

Powerup Dunks: **Left, Right, A, B, B, A**

Powerup Push: **Down, Right, A, B, A, Right, Down**

Push One Opponent and Both Fall: **Up, Up, Up, Up, Left, Left, Left, A, A**

Push One Opponent and Only Teammate Falls: **Up, Up, Up, Up, Left, Left, Left, Left, A, B**

Teleport Pass: **Up, Right, Right, Left, A, Down, Left, Left, Right, B**

High Shots: **Up, Down, Up, Down, Right, Up, A, A, A, A, Down**

Speed Up: **Up, Up, Up, Up, Left, Left, Left, Left, B, A**

Slippery Court: **A, A, A, A, A, A, Right, Right, Right, Right, Right**

OUTRUN

Cheat Menu

At the first title screen, press **START**, then press the **A** button 11 times, press **B** three times and press **C** eight times. Now visit the Options menu; you'll see the words "Hyper Options" at the top of the screen and new "Stage Select" and "Mode Select" options at the bottom. The Mode number works as follows:

Mode 1: You can drive through your opponents' cars without collisions.

Mode 2: You can drive even after the timer runs out.

Mode 3: Combines the effects of Modes 1 and 2.

PAC-MAN 2: THE NEW ADVENTURES

Original Pac-Man and Pac Jr.

Enter the code **PCMNORG** at the password screen to play the original *Pac-Man*.

Enter the code **PCJRDPW** at the password screen to play *Pac Jr.*

Sound Test

Enter **SO*NDTP**.

Pattern Test

Enter **P*TT*RN**.

Time Trial

Enter **TR**LMP** for the Time Trial.

(Note: * represents the Pac-Man symbol.)

PETE SAMPRAS TENNIS

New Options

Choose World Tour and choose a player but do not enter your name. Now go to the password screen and enter the word "ZEPPELIN," then choose "End." Now the Game Options Menu has two new menu options: "Crazy" and "Huge Tour."

PITFALL: THE MAYAN ADVENTURE

Stage Select

At the title screen press **B, Right, A, Down, Right, Up, B, Left, A, Up, Right, A, Up**. The stage select will appear above the words "Start," "Info," and "Options." Press **Up** or **Down** on the D-Pad to switch levels. Start the game.

Nine Lives

At the title screen, press **Right, A, Down, B, Right, A, B, Up, Down**.

99 Weapons Power-Up

At the title screen, press **Right, A, Down, B, Right, A, B, Up, Down.**

Go to the ABC Simon Game

At the title screen, press **B, A, Down, C, Right, A, B**.

Direct to 2600 Pitfall!

At the title screen, press **Down**, then press **A** 26 times and press **Down** again.

RADICAL REX

Stage Select

At the Title Screen, enter **A, C, Down, Right, Up, B** on Controller 2.

RED ZONE

Mission Passwords + Invincibility

Mission 1: **BAABAACBCBA**
Mission 2: **ABBBABACBBC**
Mission 3: **BAABAACBCBA**
Mission 4: **ABBBABACBAC**
Mission 5: **BAACAABAACA**
Mission 6: **ABBCAACACCC**
Mission 7: **BAACAABAABA**
Mission 8: **ABBCAACACBC**

Secret Asteroids Game

Enter the password **ABCACACBCAC**. If both controllers are hooked up when you do this, you'll be in two-player mode.

RINGS OF POWER

Nude Code

Hold **A, B, C, START**, and point the D-pad **Down/Right** all on Controller 2 while the Genesis is off, then turn the power on to see a different title sequence.

RISTAR

Cheat Passwords

Enter the following passwords for different effects:

MUSEUM—Boss Rush Mode
DOFEEL—Practice Bonus Rounds
ILOVEU—Stage Select
SUPER—"Super" difficulty level appears at the option screen
MAGURO—Adds a freaky new option to the sound test menu
XXXXXX—Cancel all passwords

ROAD RASH II

Secret Bike

At the title screen, hold **Up+A+C** and press **START**. Now you can choose the secret bike, the Wild Thing 2000.

ROBOCOP VS. THE TERMINATOR

54 Lives

Press **C, C, A, A, B, B, C, C, A, A, B, B** while the game is paused. You'll find a secret level and earn 54 lives.

Weapons Select

Press **B, A, C, C, C, A, B, B, A, C, C, C, A, B** while paused. Next, start the game again and hold **Down+A+B+C** to choose different weapons.

"TurboCop" Mode

Press **A, B, C, C, B, A, C, B, A, C, B, A, A, A, C, A, C, B, C, A, C, A, C, A, B, C, B** while paused. Now you can do mega jumps and rip through the levels as "TurboCop."

Immortality Level

Once you've entered the "TurboCop" code, start the "Trainer" level and move RoboCop all the way to the left. Hold **Up** and press **C** to jump. You'll get a message from the game's designer's that you have found the "Immortality Level."

SONIC 3-D BLAST

Stage Select/Stage Skip

At the title screen—while the words "Press Start" are flashing—press **B, A, Right, A, C, Up, Down, A**. The main menu will appear, even though you have not pressed the **START** button. Choose "Start" from the main menu; the Level Select



The video has live action mixed with computer-generated imagery, including sprinkles of rendered game footage. The coolest thing is the inclusion of some anime-style cartoon that mimics Aeon Flux.

Getting back to the CD, it has some great tracks from the Chemical Brothers, Orbit and others. It's highly listenable, if somewhat repetitive—which may suit game background music, but it doesn't fare quite as well in your car.

Virgin/StreetWerks, $15.99



menu will appear. You can choose any stage, including the Tails and Knuckles bonus rounds. With this code in place, you can skip stages at any time by pressing START to pause, then pressing the A button to warp to the next stage.

SONIC THE HEDGEHOG

Stage Select

At the title screen, press Up, Down, Left, Right. You'll hear a chime. Now hold the A button and press START to get the stage-select menu.

SONIC THE HEDGEHOG 2

Stage Select

At the "Sound Test" menu, listen to sounds 19, 65, 9 and 17. Next, Hold A and press START at the title screen.

Chaos Emeralds Cheat

At the stage-select menu (see above), highlight "Sound Test" and listen to sounds 4, 1, 2 and 6 to give you all of the Chaos Emeralds. Now you can grab 50 rings and jump to change to Super Sonic.

SONIC THE HEDGEHOG 3

Sound Test, Debug, Slo-Mo, Shaded Sonic

Quickly press Up, Up, Down, Down, Up, Up, Up when the blurry Sonic cartoon appears right before the title screen. A chime will sound, but you really have to listen for it because the music at this part of the game is super loud. To be sure that you've done it right, scroll down the menu at the title screen and you will find a new menu item called "Sound Test." Enter "Sound Test" and you'll find a list of Sonic's levels. The list even includes the names of zones that were taken out of the game before it was released. You can't play these stages, but you can hear the music from them with the Sound Test option. To reach the debug feature that allows you to cruise through all parts of the level, highlight one of the working *Sonic 3* levels at the stage-select menu, hold the A button and press START. While in the game, use the B button to access the Debug feature. Hit A to scroll though the Debug items and C to place them.

SONIC & KNUCKLES

Secret Bonus Levels

Plug any Genesis cartridge into the top of *Sonic & Knuckles*. If the screen says "No Way! No Way?", press A+B+C to access randomly-generated sphere bonus levels.

SPIDER-MAN (VS. THE KINGPIN)

Cheat Code

At the options screen, put Spidey next to the "Level" option, hold START on Controller 2, then hold A, B and C on Controller 1. While holding those buttons down, point the D-pad on Controller 1 Up, then diagonally Up/Right. You'll see three exclamation points next to the difficulty level. Now start the game, when you want to cheat, press START to pause, then press A to refill your web fluid, B to refill your health meter, C for five seconds of invincibility or A+B+C to warp to the end of the current stage.

STREET FIGHTER II SPECIAL CHAMPION EDITION

Six and Three-Button Cheats

SIX-BUTTON CODE: Down, Z, Up, X, A, Y, B, C

THREE-BUTTON CODE: Down, C, Up, A, A, B, B, C

Use these codes while the "CAPCOM" logo is appearing to enable special moves only, when the building is fading out to get "Hyper" speed in "Champion" mode or at the "Battle Mode Select" screen (on Controller 2) to allow both players to choose the same character in Battle Mode.

T2: THE ARCADE GAME

Level Select

At the title screen, press Up, Down, Left, Right, Up, Down, Left, and Right. You'll hear "excellent." When you start to play, press START to pause the game, then simultaneously press B and C to skip that stage.

TAZ IN ESCAPE FROM MARS

Cheat Menu

When the Sega logo appears, press and hold A+B on Controller 1 and B+C on Controller 2. When the game starts, press START to pause. Hit any button and the cheat menu will appear.

TAZ MANIA

Super Cheats

At the title screen, hold A, B and C on both controllers while pressing START on controller one. You should hear a chime. Next, start the game. Press A while the game is paused, and your health meter will be refilled when you unpause. Pressing B while the game is paused gives you partial invincibility. Press C while paused to see the number of the current stage, which can be changed by pressing Left or Right on the control pad. Change to a different stage number, and you'll be warped directly to that stage when you press the START button.

TOY STORY

Invincibility

Complete the game's first stage, then, at the start of the second stage ("Red Alert!") you must collect the three stars above the toybox. Now move to the right and collect four more stars for a total of seven; if you accidentally grab more than seven, the cheat won't work. Once you've collected seven stars, jump into the toybox and hold Down on the D-pad for six seconds. You'll see Woody's health star begin to spin around, indicating that you are now invincible for the rest of the game.

Stage Skip

At the start of the game, wait for the *Toy Story* title screen that shows Woody glaring at Buzz Lightyear while the words "PRESS START" are flashing, then spell the word "abracadabra" on the control pad by pressing A, B, Right, A, C, A, Down, A, B, Right, A. You'll hear Woody yell, "Hot! Hot! Hot!" to confirm the code. Now start the game, when you want to skip a stage, just hit START and press A while the game is paused to warp immediately to the end.

ULTIMATE MORTAL KOMBAT 3

Secret Cheat Menus

At the main menu—the one that says "Start Game/Options"—press A, C, Up, B, Up, B, A, Down. You'll hear Shao Kahn say, "Excellent!" and three new menu options will appear. "Cheats" gives you a sound test, a "Bio Screen" select and the ability to give yourself up to 95 continues. "Secrets" lets you adjust or disable the timer, see any fighter's "Win Screen" and choose any Kombat Zone. "Killer Codes" lets you perform "Quick End" finishing moves, activate Shao Kahn or Motaro as playable characters in two-player games or play the hidden shoot-'em-up game. See the description of "Quick Ends" in the tip section under *Mortal Kombat 3* for more information on how they work.

URBAN STRIKE

Special Passwords

To begin the game with 10 lives and no co-pilots missing, enter the password YCZ9NHLGBT7.

To begin the game in Mexico with 16 lives, enter the password 9G6T9BR6S3V.

VECTORMAN

Hidden Game + Level Warps

When the Sega logo appears at start-up, notice that you can move Vectorman around the screen with Controller 1. To find a hidden game, move Vectorman under the Sega logo and shoot straight up at it exactly 24 times. Next, make Vectorman jump up and hit his head on the logo exactly 12 times. You'll see the words "Get Ready" on the screen, then the letters "S", "E", "G" and "A" will begin to fall from the sky, 120 of them, to be exact. If you catch between 90 and 109 letters, you'll be able to start the game at Day 5; if you can catch 110 letters or more, you'll warp to Day 10.

Blow Up Sega

Also at the Sega logo screen, stand on the ground just slightly to the right of the logo and fire your weapon straight up into the air. There's a TV set hidden just off the screen, blow it up to reveal an Orb power-up. (You'll have to jump up from the logo to grab it.) If you detonate the Orb, the Sega logo will go dark and the background will stop moving.

Energy Refill

Press START to pause the game at any time, then press A, B, Right, A, C, A, Down, A, B, Right, A. Your energy will be refilled.

Stage Warp

Press START to pause the game at any time, then press C, A, Left, Left, A, C, A, B. Vectorman will turn into a small arrow. You can move the arrow anywhere in the current level without taking any damage, so use it to skip the tougher parts of the game. You can't shoot TVs or collect power-ups while you're an arrow, but you can destroy many enemies just by touching them. When you want to change back into Vectorman, just pause and enter the CALL A CAB code again.

Super Cheat Menu

At the Options menu, press A, B, B, A, Down, A, B, B, A. You'll be taken to a top-secret cheat menu that allows you to adjust your health meter and start at any stage with any weapon.

VECTORMAN 2

Refill Energy

Press START at any time dunng the game to pause, then press B, A, B, A, Left, Up, Up. When you unpause, you'll find that your energy has been refilled. Repeat whenever necessary to keep your health maxed out.

Add Extra Lives

Press START at any time during the game to pause, then press Right, Up, B, A, Down, Up, B, Down, Up, B. When you unpause, you'll have one extra life. Repeat whenever necessary to keep your lives maxed out.

Get Special Weapons

Press START at any time dunng the game to pause, then press C, A, Left, Left, Down, A, Down. When you unpause, your weapon will be upgraded to the next most powerful one. Repeat the code until you get the weapon you want.

Stage Select/Sound Test

Press START at any time during the game to pause, then press Up, Right, A, B, A, Down, Left, A, Down. When you unpause, you'll see a top-secret cheat menu with sound and music test options as well as a full stage select menu that allows you to warp to any stage in the game, including any of the ending screens, the bonus rounds and even a special testing stage called "Ron's Test Level."

X-MEN

Stage Select and Other Cheats

Disconnect Controller 2 from your Genesis before you turn the power on. At the title screen, press and hold A, C, and Down on the D-pad and hit START. Next, when Magneto's face is on the screen, disconnect Controller 1, plug it into the Controller 2 socket and hit START. Disconnect the controller again and plug it into the Controller 1 socket, hit START to choose a difficulty level and complete the code. Now choose a character and walk to the right. You'll see eight panels on the wall, each panel represents a starting stage. Crouch down in front of a panel and press C to warp directly to the corresponding stage. With this code in place, you can refill your Health and Mutant Ability meters at any time by pressing START to pause the game. You can also summon Rogue, Archangel, Iceman or Storm as many times as you want to.

X-MEN 2: CLONE WARS

Level Skip

Pause the game and press Left + C. Then press Up, Up, Left, Down, Down, then simultaneously press Right and C.

T&T Tunes



It's hard to believe that Capcom actually attempted a full-motion video game, but at least it had a good soundtrack. The *Fox Hunt* music CD starts off right with the Violent Femmes and their song "Life is an Adventure" which is a lighthearted alternative selection. Faith No More ring in with a decent piece and so do the Butthole Surfers. There are a couple of older selections like "Jeopardy" by the Greg Kihn Band and "Shame, Shame, Shame" by Shirley & Company, but the biggest surprise for the *Tips & Tricks* staff—Wat in particular—comes in the form of the classic "Rapper's Delight" by the Sugarhill Gang. Wat spent so much time listening to this song that he actually turned in his *K-1* strategy guide a week late!

The songs don't really match or complement each other, but they are interesting to listen to in the car (especially "The Wedge" by Dick Dale & His Del Tones and "Pick Up the Pieces" by the Average White Band.) Enjoyable and worth a purchase, especially if you can find a used copy.

Rhino Records/Capcom, $15.99



"Our love's in jeopardy, baby..." or is it our game?

THE ADVENTURES OF BATMAN & ROBIN

Stage Tips

In Stage 3: Fowl Play, use the flashlight to see bombs on the floor when the lights are out.

In Stage 6: Perchance to Scream, use the gas mask to protect yourself from the Scarecrow's poison gas.

In Stage 7: Riddle Me This..., use the X-Ray Goggles to find the fake walls, which can be blown open with the plastic explosives. The answer to the Minotaur's riddle is "H B"—Batman will explain what it means.

Cheat Passwords

Each of the following passwords will start you out with nine lives and three continues.

Stage 2: No Green Peace
▲_■●/■■▲■/■●_■/●▲●■

Stage 3: Fowl Play
●●_●/●▲■■/■●●_/●■●_

Stage 4: Tale of the Cat
●●●▲/●▲●■/■●__/▲■●_

Stage 5: Trouble in Transit
_●■▲/●▲__/●_●▲/●●__

Stage 6: Perchance to Scream
__■●/●▲●▲/■●▲■/■■__

Stage 7: Riddle Me This...
■■__/●▲_■/●_■●/●▲●_

Stage 8: The Gauntlet
●■●_/▲■■●/_▲■▲/▲■▲▲

ALIEN 3

Passwords

Level 2: QUESTION
Level 3: MASTERED
Level 4: MOTORWAY
Level 5: CABINETS
Level 6: SQUIRREL

ALIEN VS. PREDATOR

Stage Select

At the title screen, press **SELECT** to access the "Config Mode," then press **START**. Next, at the Option Menu, hold buttons **X, A, L** and **R** on Controller 2 and press **START** on Controller 1. A hidden Stage Select menu will appear.

ALADDIN

Stage Select

At the Options Screen quickly enter **L, R, START, SELECT, X, Y, A,** and **B** on Controller 2. You'll hear a chime. When you return to the Main Menu, you'll find a stage number that appears over the "Game Start" option. Press **Left** or **Right** on Controller 1 to select stages.

BASS MASTERS CLASSIC: PRO EDITION

Passwords

Amateur Circuit, Lake Calabasas, Day 3:
0LFBBBLLB
BBLKF4TFW
N8PGBBBBG

Pro Circuit, Lake Calabasas, Day 3
1M0CVBLBB
BNLHSB043
LVSQBC0BH

BATMAN FOREVER

Super Cheat

At the Game Start screen, press **Left, Up, Left, Left, A, B, Y**. You'll get access to a stage-select option and start with all of the gadgets; you'll also be able to choose the Riddler as your character in practice mode.

BATMAN RETURNS

Extra Continues

Go to the Option screen and highlight the "Rest" option. On Controller 2, press **Up, X, Left, Y, Down, B, Right, A, Up** and **X**.

Nine Lives

At the Option screen, use Controller 2 to enter **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. A song will confirm proper execution. Using Controller 1, highlight the "REST" option and adjust it to nine.

BATTLETOADS/DOUBLE DRAGON THE ULTIMATE TEAM

Stage Select

Press **Up, Down, Down, Up, X, B, Y, A** at the character select screen. Pick a character, and you'll be sent to the Mega Warp screen to choose a starting level all the way through Stage 7. You'll also start with ten lives instead of three.

BATTLETOADS IN BATTLEMANIACS

Extra Lives and Continues

At the title screen, hold **A, B** and **Down** and press **START**. A flash of red will appear on the screen that shows the Battletoads flag. You can now start the game with five lives and five continues.

BIKER MICE FROM MARS

Extra Difficulty Setting

At the title screen/main menu, grab Controller 2 and press **Up, X, Left, Y, Down, B, Right, A, Up, X**. You'll hear Karbunkle laugh to confirm the code. Now start the game, either the Main Race or Battle Mode, when you reach the menu where you choose the difficulty setting, you'll find that there is a new "Super Hard" difficulty option.

BRUTAL

Boss Code

Press **X, A, B, A, Left A** at the title screen. Now you can choose to play as the Dali Llama.

BUBSY II

Enter each of the following codes at the title screen.

All Levels Complete
Up, A, A, A, Down

Jump Frenzy
B, A, B, Y

99 Diving Suits
B, Left, Up, B

99 Portable Holes
Right, Up, SELECT, SELECT

99 Smart Bombs
X, X, Up, Down, X

99 Nerf Ballzooka Shots
B, A, Left, Left

50 Lives
B, Up, B, SELECT, Y

Invulnerability
X, A, B, Y, Up, Down

CLAY FIGHTER

Play as the Boss

Play a one-player game until you reach N. Boss, then lose both rounds. After the game ends, wait for the Option screen to appear, then select the "Vs. Battle" option, Player 2 will be controlling N. Boss.

CLAY FIGHTER 2: JUDGMENT CLAY

Random Select

At the player-select screen, hold the **L** and **R** buttons to make the computer choose your fighter at random.

Turbo Play Mode

At the Game Start screen, hold the **Y** button and press **L, L, R, Down, Left, R**. Now you can turn the speed up to 10 in the Options menu.

Secret Characters

To access a secret character, you must enter the appropriate code shown below at the Game Start/Vs Mode/Tournament/Options screen.

Butch: Hold the **L** button and press **X, R, A, X, R, R**.

Ice: Hold the **B** button and press **Up, L, L, L, Right**.

Slyck: Hold the **Y** button and press **L, L, Up, L, Left, R**.

Spike: Hold the **R** button and press **X, B, B, A, Y, Left, A**.

Peelgood: Hold the **D-pad** diagonally in the **Down/Left** position and press **B, Y, Y, A, Y**.

Sarge: Hold the **X** button and press **L, L, Up, Down, Left, Down**.

Jack: Hold the **D-pad Up** and press **X, A, R, R, Y, A**.

Thunder: Hold the D-pad diagonally in the **Up/Left** position and press **Y, B, X, B, B, X, A**.

COLLEGE SLAM

Secret Teams

At the *College Slam* title screen—while the words "Press Start" are flashing—press **Up, Down, Left, Right, Up, Down, Left, Right.** You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Fraternity" that allows you to change the Greek letters on the team insignia.

Vs. Screen Cheats

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up...", enter one of the following cheats.

Power-Up Goaltending—**Down, Down, Down, Up, Up, Up**

Power-Up Fire—**Left, Right, Left, Right, Up, Down, Down**

Power-Up Dunks—**Down, Up, Down, Up, Down, Up**

Whirlwind—**Up, Right, Down, Left, Up, Right, Down**

DAFFY DUCK IN THE MARVIN MISSIONS

Extra Lives

To receive 50 extra ducks, begin a new game. When the screen reads "Where there's duck, there's fire," press **Left, Left, Right, Right, Up, Down, Y, A, B** and **X**.

THE DEATH AND RETURN OF SUPERMAN

Cheat Mode

Go to the "Sound Test" at the Game Options menu and listen to the following sounds in order: **0B, 29, 2C** and **05**. Exit the Options menu and start the game. When you get into trouble, press **A+B+X+Y** to refill your lives, energy and special attack. To skip to the next level at any time, hold **A+B+X+Y** and press **SELECT**.

DEMON'S CREST

Ultimate Gargoyle Password

QFFF KNRR DDLR XGTQ

DONKEY KONG COUNTRY

101% Complete

An exclamation point (!) at the end of each level means you've found all the secret stuff. When every level has been completed with an exclamation point (!), you'll have finished 101% of the game.

50 Lives

Highlight "Erase Game" and enter the code **B, A, R, R, A, L** (BARRAL). You'll hear a chime.

Music Test

Highlight "Erase Game" and enter the code **Down, A, R, B, Y, Down, A, Y** (DARBY DAY). You'll hear a chime. Use the **SELECT** button to cycle through the sounds.

Two Player Competition

Highlight "Erase Game" and enter the code **B, A, Down, B, Up, Down, Down, Y** (BAD BUDDY). You'll hear a chime. Now you can steal the character control from your partner at any time during the game.

Practice Bonus Rounds

Enter **Down, Y, Down, Down, Y** (DYDDY) during the game's intro.

DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST

Music Test

At the "Select Game" menu, choose an empty save slot as if you were about to start a new game; then, when the player select menu comes up, highlight "Two Player Contest" and press **Down** very quickly five times. The Music Test will appear. Press **Right** or any of the four action buttons to advance to the next tune, or press **Left** to go back through the list of names.

Cheat Mode

Access the Music Test as described above, then press **Down** very quickly five more times. A top-secret Cheat Mode option will appear. With this option highlighted, you can enter cheat codes that will allow you to modify the game as follows.

"YA SAD LAO"—Highlight "Cheat Mode" and press **Y, A, SELECT, A, Down, Left, A, Down**, you'll hear a tone and a monkey

T&T Tunes



According to TVT Records, the original soundtrack to New Line's *Mortal Kombat* movie spent more than a year on the Billboard charts and won the NARM Best Selling Independent Release of the Year award. What better way to cash in on the *Mortal Kombat* phenomenon than by releasing a second soundtrack LP? The songs on *Mortal Kombat: More Kombat* are not from the movie, but they are performed by most of the same artists who contributed to the original soundtrack. Psykosonik's "It Has Begun" features dialogue sampled from the film, and many of the other cuts have lyrics or titles that evoke those mystical *Mortal Kombat* memories, including Loaded's "Fatality". Fans of Sepultura, Killing Joke or God Lives Underwater will find new tunes here; most of the 15 tracks were recorded specifically for this collection. One contributor to the first CD is conspicuously absent—KMFDM, whose "Juke-Joint Jezebel" got some airplay—but Sister Machine Gun is back, following up the popular "Burn" with a cut called "Deeper Down". (Wow, this "Kombat" stuff makes us feel like *Kerrang!*) One of our favorite selections from *Mortal Kombat: More Kombat* is CIZ/R's hard-hitting "Outworld"—but deep down, we do wish that Geezer Butler would get this industrial stuff out of his system and rejoin Black Sabbath. Not only is he one of the most influential hard-rock bassists of all time, but the Sails' most recent LP, *Forbidden*, definitely suffered from the absence of his songwriting and arranging skills. (*Sigh*)

Anyway, if you're a *Mortal Kombat* fan, there's no guarantee that you'll dig this CD—but if you liked the movie (and the music therein) then here's more of it.

noise to confirm the code. Now you'll start the game with 50 lives.

"BARRAL AX"—Highlight "Cheat Mode" and press B, A, Right, Right, A, Left, A, X, you'll hear a tone and a monkey noise to confirm the code. Now start the game and you'll find that you have both Diddy and Dixie at the beginning of every stage—but all of the "DK" barrels have been removed from the game.

75 Kremcoins

Enter the game's first stage, "Pirate Panic"—it doesn't matter if you do this in a new game or a saved game. Walk to the right until you see the entrance to K. Rool's cabin. Watch out for the two bananas on the ground right in front of the door; you must avoid these two bananas throughout the entire sequence or else the trick will not work. Walk inside the cabin, but do NOT touch the red 1-Up balloon, just walk out immediately. Back outside, you must carefully jump over the two bananas without touching them. Now go to the right and grab the first bunch of bananas you see on top of a set of barrels. Next, get back into the cabin without touching the two bananas in front of the door. This time, grab the red balloon and exit. Finally, go back to the barrels again and grab that same bunch of bananas, returning to the cabin without touching the two bananas in front of the door. When you enter, you'll find a spinning coin that gives you incredible 75 Kremcoins. Now you can access the Lost World through Klubba's Kiosks on any part of the island.

DONKEY KONG COUNTRY 3 DIXIE KONG'S DOUBLE TROUBLE!

Cheat Passwords

At the "Select Game" menu, highlight the saved game you want to play in and press L, R, R, L, R, R, L, R, L, R. The words "Enter Code" will appear at the top of the screen and the name of your saved game will turn into a password entry menu. Enter one of the following code words; you'll hear Dixie giggle if a code has been entered properly. When you start from that saved game slot, your game will be affected as follows:

LIVES—Enter this password to start the game with 50 lives.

ASAVE—With this code in place, your game will automatically be saved after you complete each level without having to go visit Wrinkly Kong.

COLOR—This code makes Dixie's clothes purple and Kiddy's pajamas green; it also changes the colors of the flags that mark each completed level accordingly.

TUFST—Entering this password makes the game harder by removing all of the continue barrels from each level.

MERRY—This code changes the music in all of the game's bonus stages to a Christmas motif; it also changes the stars and bananas in the bonus stages to ornaments and presents.

MUSIC—Enter this code to access the secret "Dixie Kong's Music Test" screen, which allows you to sample all of the background tunes from the game.

DOOM

Chainsaw Trick

With a chainsaw in your inventory, strange things can happen—namely, if you fire every round of ammunition for one of your weapons, the game will usually give you a new, more powerful weapon by mistake. Here's how it works: When one of your weapons runs out of ammo, the game is supposed to switch to a different weapon in your possession. However, once you've picked up a chainsaw, the game's logic gets screwed up. For some reason, running out of ammo can grant you the next most powerful weapon that's missing from your arsenal. The weapons progress in the following order: pistol, shotgun, chain gun, rocket launcher, plasma rifle. (Unfortunately, you can't seem to get a BFG 9000 with this trick.) Now, let's say you are walking around with a shotgun, chain gun and rocket launcher. If you have a chainsaw, just fire off all of your pistol rounds and you should get a free plasma rifle—even if you're in a stage like "Knee-Deep In the Dead", which has no plasma rifle to be found. Experiment with this sneaky trick to learn how to make it useful in different situations.

EARTHWORM JIM

Cheat Codes

Start the game, press START to pause, then enter any of the following codes (Note: Button names that are separated by a plus sign—e.g. A+Left—must be pressed at the same time; each code consists of exactly eight steps.)

Debug Menu: A+Left, B, X, A, A, B, X, A
Nick Jones Code: Y, A, B, B, A, Y, A, B
Level Skip: A, B, X, A, A+X, B+X, B+X, X+A
Jump to Princess: A+Left, X, X, X+B, X, A, X, A+Left
Extra Life (one time only): B, B, A, X+Y, A, A, A, A
Extra Life (repeat whenever necessary): B+X, B, B, B, A, A, X, A
Energy Refill (once per level): A, B, X, Y, Y, X, B, A
Energy Refill (repeat whenever necessary): A+X, B, A, B, B, X+Y, B, A
Ammo Refill: A+X, B, A, B, X, X, X, X
Plasma Power Up (one time only): A, A, B+L, A, A, X, B+L, X
Plasma Power-Up (repeat whenever necessary): A+X, B, B, A, A, X, B, L+R
Extra Continue (one time only): A, B, A, B, X, Y, X, Y
Extra Continue (repeat whenever necessary): Y+X, B, Y, B, X, B, X, X
Map View Mode: A, X, A, X, A, A, A, A
Warp to "What the Heck?": Y, X, Y, X, A, B, A, X
Warp to "Down the Tubes": Up, Down, Left+Down, Left, Down, Down, Up+Left, Down
Warp to "Snot a Problem": A, B, X, B, A, B, B, B+L
Warp to "Level S": A+B, B+X, X+Y, Left, Left, Right, Left, Right
Warp to "For Pete's Sake": A, B, X, A, B, X, A, B+R
Warp to "Buttville": A, X, Left, Left, X+Y, Up, Down, Left
Warp to "Andy Asteroids": L+A, A, R+A, A, B, B, X, B
Warp to "Who Turned Out the Light?": A, B, Up+Y, Up+Y, Left, Right, Left, Right

EARTHWORM JIM 2

Super Cheat Code

During the game, press the START button to pause, then enter the following code while the game is paused: SELECT, Left, Right, A, X, X, Left, Right. The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a sound test. Press A or B to toggle each menu item.

Secret Move

To trigger the Manta shield, just press Up+X. This move makes Jim invincible for a few seconds.

Secret Stage

About halfway through "Level Ate," you'll find a set of three forks positioned just to the right of a horizontal piece of bacon. Use the Snott Parachute to float carefully between the bacon and the left fork; you'll enter a top-secret bonus level called "Forked."

Cheat Codes

To enter any of the following cheats, just press START to pause the game, then enter the code and unpause. Each code consists of eight steps. Other code comments:

• The "Map View Mode" works as follows: When Jim disappears, use the D-pad to scroll through the level to the part where you want to start from, then press A to make Jim reappear.

• The codes that give you extra meal worms will only work in the stages that require them, namely, "The Villi People", "Inflated Head" and "Hammer Head".

Warp to End of Current Level—SELECT, B, X, A, A, X, B, SELECT
Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT
Invincibility—A, A, X, A, Left, Right, Right, Left
Map View Mode—SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, B
Energy Refill—X, SELECT, X, B, X, SELECT, X, A
Ammo Refill—SELECT, X, X, X, X, X, X, SELECT
Extra Life—Left, SELECT, Right, SELECT, Left, SELECT, Right, SELECT
Extra Continue—A, SELECT, A, B, X, Y, X, Y
81 Meal Worms—A, B, A, B, A, B, A, B
Mega Plasma Gun—X, X, X, X, A, A, A, SELECT
3 Finger Gun—X, X, X, X, A, A, X, SELECT
Homing Missiles—X, X, X, X, A, A, B, SELECT
Barn Blaster—X, X, X, X, A, B, X, SELECT
Bubble Gun—X, X, X, X, A, B, A, SELECT
Warp to "Lorenzen's Soil"—A, X, Left, Right, X, Left, Right, Left
Warp to "Puppy Love 1"—Left, Right, A, B, X, Left, Right, A
Warp to "The Villi People"—A, B, X, A, B, X, Left, Right
Warp to "The Flyin' King"—A, B, X, Left, Right, Left, A, B
Warp to "Puppy Love 2"—Down, Right, A, B, X, Left, Right, A
Warp to "Udderly Abducted"—Up, B, X, Left, Right, Down, A, X
Warp to "Inflated Head"—Up, Down, X, A, B, Y, Left, Right
Warp to "ISO 9000"—A, B, X, Left, Left, Right, Left, Right
Warp to "Puppy Love 3"—Up, Right, A, B, X, Left, Right, A
Warp to "Level Ate"—X, X, Down, Down, A, Left, Right, Left
Warp to "See Jim Run—Run Jim Run"—A, B, X, Left, Left, Left, Left, Right

EMMITT SMITH FOOTBALL

Custom Tips & Tricks Plays

Select the Editor mode to bring up the play editor screen, then choose the Playbook option and select Password to enter each of the following play passwords. The plays will be saved in the cartridge's memory, so you can use them in the game.

Geoff's QB Keeper
?ZCJ <f=& g$Gh
R9SX 2wSF <#BM
N T+ #+3D Zh
Chris B. Pitch
mZ#D cwp+ ZpR4
—gL< XjvJ +ZSZ
gZhZ yZ7
Bieniek Bootleg
fXpY # RJ FkGX
KHRZ #Sk+ d+NJ
CHX% ybZy bgbg
P<C< 9Z9
Higgy Hula
f*kg ?LCZ C#nK
pm+9 #VZT &ZFp
g?g% QgC# Zd&w
*K+3 Tgbg P<C<
9+#+ 3Tgb gPW
Clouseau
$XpY g#gd RX*
$CFw %gQ% —FMb
CwcF gFv< #<ZZ
L
Dump Truck
FZ+B Y#GS gK+p
5gdZ HgFZ S<ZZ
h
Roid Rage (Defense)
VD=R CJh* N#Zf
b$pb b3<L +YTZ
P<7Z C
Betty Blitz (Defense)
sJSb SL3Z CLFQ
D8D+ YTZP kCZD

EQUINOX

Invincibility

At the title screen, press L, L, R, R, L, L, L, R, R, R, L, L, R, R, L and R.

FATAL FURY

Hidden Character

When the Takara logo appears at the start of the game, quickly press Down, Down/Right, Right, Down, Down/Left, Left and X in one smooth motion on Controller 1. The *Fatal Fury* logo will change to blue. Now you can choose the game's hidden fighter, Ryo Sakazaki.



NUBY'S VIRTUAL GUN

The Virtual Gun is one of the many light guns that are now available for the 32-bit systems. What separates it from the pack is that it features dual system compatibility with the Sony PlayStation and Sega Saturn. It also packs a nice host of features like auto-fire, auto-reload, auto-fire speed settings, set pause and combinations of the preceding.

Compared to the light gun available from Sega, the Virtual Gun is slightly heavier, which can tire you out during prolonged play. This is its only drawback, which isn't much of an obstacle for a [illegible] gal like you, right?



FINAL FIGHT

Secret Option Menu

At the title screen, hold the **L** button and press **START**. You'll get a secret option menu that allows you to change the difficulty and the number of players. There's also a sound test, use the **R** button to hear the sounds and music.

THE FLINTSTONES

See End Credits

Enter the password "HOAGIE TAKES COLD TREES".

Invincibility

Enter the password "MS STONE MAKES WEIRD JELLY".

Stage Skip

Enter the password "BARNEY GRABS BLUE TREES". During the game, press **START** to pause, then press **X** to skip to the next stage or press **B** to skip to the end of the game.

FRANTIC FLEA

Passwords

Zone 2-1—D J X C T
Zone 3-1—J M G V B
Zone 4-1—M J D S X
Zone 5-1—D T N Z Z
Zone 6-1—V S N X D
Prison—S T C V C

GEORGE FOREMAN'S KO BOXING

Passwords

Fight 1—2413-41-14-2133
Fight 2—4231-14-41-1233
Fight 3—1324-14-41-3321
Fight 4—2324-34-14-1323
Fight 5—3243-43-41-1323
Fight 6—4323-34-14-3132
Fight 7—2312-43-41-1233
Fight 8—1441-21-13-4142
Fight 9—4114-11-23-1424
Fight 10—2233-44-21-1224
Fight 11—1112-44-13-1343
Fight 12—2121-31-42-3241
Fight 13—4334-14 34-4432
Fight 14—3443-41-43-2443
Fight 15—1314-24-41-4212

HAGANE

Infinite Continues

Go to the configuration screen. Highlight the Music option and play **9**, **B**, **7**, and **6** in that order.

THE IGNITION FACTOR

Level Warps

To start at any stage, hold **L** or **R** on Controller 2 when you start the game with Controller **1**. Holding **R** will give you access to the McGlone Mine, Dino Park or Whitney Appliances scenarios, hold **L** to gain access to the Gemini Towers, Shylock Center or Paris Mine stages.

Secret Level

If you hold *both* the **L** and **R** buttons on Controller 2 when you start the game with Controller 1, you'll be able to play an entire hidden level that's based on the Deutschland Moldavia headquarters stage from *The Peacekeepers*, another Jaleco game for the Super NES.

IZZY'S QUEST FOR THE OLYMPIC RINGS

Stage Select

During the game, press **START** to pause, then press **Left, Down, Down, Left, Right, Down**. Now press the **RESET** button on the Super NES, when the game returns to the main menu, go to the Option screen to find a new stage-select option.

JUDGE DREDD

Stage Select + Energy Gain

When you first turn on the Super NES, you'll see a copyright screen with tons of tiny white words on a black screen. Quickly spell the word "LUXURY" on Controller 1 by pressing the following buttons. **Left, Up, X, Up, Right, Y**. You'll see the names of some of the game's creators near the bottom of the screen in green, then you'll be taken to the Vid-Com screen, where you'll be given a warning from the Justice Department about using cheats. When the screen says "Say No to Cheats," press **Y** and **A** together, you'll get a message that says, "Level Select Activated". Next, press **X** and **B** together to get a message that says "Energy Gain Activated". Now start the game. Notice that whenever you get injured, your health meter refills automatically all by itself, making it a snap for you to progress through each stage. If you're really impatient, just press the **SELECT** button at any time during the game (except while paused) to bring up the top-secret stage-select menu.

THE JUNGLE BOOK

Level Select/Cheat Mode

At the Virgin logo, quickly press **Up, Up, Up, B, B, Y, Y, SELECT, Up, Down, Left, Right, B, Up, Y**. Now go to the **Start/Options** screen and enter the Options menu. You'll find that there is now a level select and a "Cheat" option.

JURASSIC PARK II

Infinite Continues

At the Mission Select screen, press **L, L, L, R, R, R, L, L, R, R, L, R, L, L, R, R, L, L, L, R, R**. Now you can continue the game indefinitely.

KEN GRIFFEY JR.'S WINNING RUN

Secret Cheats

The following codes will only work in two player mode.

- Max Ability—Pause the game and press **A, Right, Down, Left, A, Down, SELECT**. This will power-up your team's players for the current half-inning.
- Slow Down—Pause the game and press **Left, A, Right, Down, Y, SELECT**. This will slow down the opponent's players for the duration of the current half-inning.
- Randomize Pitches—While batting, pause the game and press **Left, Y, A, Right, SELECT**. This will change your opponent's pitches to random throws for the duration of the current at-bat.
- Super Pitches—While pitching, pause the game and press **B, A, Down, B, A, Left, Left, SELECT** to supercharge your pitches for the duration of the current at bat.
- Instant Home Run—If your current batter is one of the eight players who appear in the game's Home Run Derby mode, pause the game and press **B, Y, B, Y, SELECT**, any fair ball hit during the current at-bat will be a home run.

Night Games

In a one- or two-player game, press **START** to pause, then press **SELECT, Down, A, Y, START**. The next time the camera angle changes to the overhead view, the game will change to a night game. If it's already a night game, this code makes it daytime again. This only works in outdoor stadiums.

KILLER INSTINCT

Boss Code

Choose Cinder as your character, then, at the "Vs." screen—the one that shows both characters' portraits just before the fight begins—hold **Right** on the D-pad and quickly press **QUICK PUNCH, QUICK KICK, FIERCE PUNCH, MEDIUM KICK, MEDIUM PUNCH** and **FIERCE KICK**. (In the default control configuration, that would be **L, R, X, B, Y, A**.) You'll hear the announcer say, "Eyedol!" When the fight starts, you'll be playing as the boss.

Speed Codes

There are four different "speed" codes, each of them consists of several buttons that must be held down at the "Vs." screen just before the fight begins. If you've entered the code correctly, you'll hear a punching sound that's exactly like the sound the game makes when you pause it during a battle. Note that in two-player mode, both players must enter the codes in order to make them work.

Slow Speed: Hold **Left + R + A + B**
Fast Speed: Hold **Right + L + X + Y**
Faster Speed: Hold **Right + R + A + B**
Fastest Speed: Hold **Left + L + X + Y**

Easy Combo Breakers

At the "Vs." screen, hold **Down** on the D-pad and press **START**, you'll hear the announcer say, "C-C-C-C-Combo breaker!" Now you can break out of combos with any strength button, not just the specific counterpart to the button your opponent started his or her combo with.

Stage Select/Music Select

When choosing a fighter at the character-select screen, hold the D-pad **Up** or **Down** with the specific buttons as shown below, the button you press will also choose your character, so be sure the fighter you want is highlighted when you do the code. In a two player match, the first person to pick his or her character gets to select the stage, the second player to choose a fighter can select the music they like according to the same button combinations used for the stage select, as follows:

Up+L: Ice Temple
Up+R: Castle Roof
Up+X: Ice Sculpture
Up+Y: Skull Room
Up+A: Desert Roof
Up+B: City Roof
Down+L: Canyon Bridge
Down+R: City Street
Down+X: Lava Pit
Down+Y: Bloody Arena
Down+A: Factory
Down+B: Fireplace
Down+B (on both controllers): Sky Arena

KRUSTY'S SUPER FUN HOUSE

Cheat Password

Enter the password **_JOSHUA_** to start the game with unlimited lives and all of the doors unlocked. (Make sure you put a space in the first and last positions of the password.) You can also get ten pies whenever you need them by pressing **L+R** simultaneously.

THE LAWNMOWER MAN

Super Cheat Mode

Press **START** to pause during a game, then press **B, R, A, SELECT, SELECT, Y, A, B, Y, A, B**. Next, press **START** to unpause. Tap the **L** or **R** button repeatedly to play in slow-motion.

Stage Select

With the cheat code in place as described above, press **START** during the game and press **A, L, L** while the game is paused. Next, press **START** to unpause, and you'll get the "Nigel Wayne Mode" menu, which allows you to play any stage.

Infinite Lives

While the cheat mode is in effect, pause the game with the **START** button, then press **R, A, SELECT, Y** and **START** to continue playing. Notice that when your character is killed, your life counter will not be reduced.

Stage Skip

With the cheat code in place, you can skip to the end of any Virtual World stage by pressing the **A** button while the game is paused.

LEGEND OF THE MYSTICAL NINJA

Passwords

Level 2—▲ L ! ! x !
Level 3—♪ / p ? N ?
Level 4—2 0 Y 7 , 7
Level 5—$ w h ' J :
Level 6—x & T ▲ > ▲
Level 7—k = " R d R
Level 8—W d 3 + 3
Level 9—H — W N x N

MADDEN 96

Secret Teams

To find a few dozen hidden teams in the Super NES version of *Madden 96*, you'll need to follow some specific instructions. At the "Team Select" screen, enter one of the following codes while the '96 version of the indicated team is on the screen.

'75 Cardinals—Highlight the Cardinals, press **A, B, B, A**
'80 Falcons—Highlight the Falcons, press **L, Y, B, R, A**
'73 Bills—Highlight the Bills, press **A, L, A, B, Y**
'85 Bears—Highlight the Bears, press **Y, A, B, B, A**.
'81 Bengals—Highlight the Bengals, press **R, A, L, L, Y**.
'65 Browns—Highlight the Browns, press **A, L, L, R, B**



The Rock Controllers

There are very few PlayStation controllers that offer a sturdy D-pad and solid overall construction. The Rock controller from Nuby is one of the elite with a smooth rolling thumb pad and sturdy handle base. It's about the same size as the standard pad from Sony, but fits a little better and feels bigger in your hands. The buttons are a bit elevated and the top shift buttons are long and thin which you'll either love or hate.

An advanced version called the Rock Master is essentially the same except for the addition of turbo fire settings and slow-motion options. It is slightly heavier than the standard Rock controller. Both are available now.

The *Rock* $19.95
The *Rock* [illegible] $24.95



'78 Cowboys—Highlight the Cowboys, press B, A, R, B, Y
'77 Broncos—Highlight the Broncos, press B, R, A, Y
'62 Lions—Highlight the Lions, press B, A, R, R, Y
'67 Packers—Highlight the Packers, press B, A, Y, B, A, L, L
'80 Oilers—Highlight the Oilers, press A, R, A, B, Y, A
'68 Colts—Highlight the Colts, press B, A, L, B, A, L, L
'69 Chiefs—Highlight the Chiefs, press B, L, L, Y, R, A, Y
'72 Dolphins—Highlight the Dolphins, press L, R, B, B, B
'76 Vikings—Highlight the Vikings, press B, R, A, L, L
'85 Patriots—Highlight the Patriots, press R, A, Y, B, A, R, Y
'79 Saints—Highlight the Saints, press Y, A, L, L
'86 Giants—Highlight the Giants, press L, B, L, A, R, R, Y
'68 Jets—Highlight the Jets, press A, R, R, A, Y
'77 Raiders—Highlight the Raiders, press B, Y, B, Y, L, A
'60 Eagles—Highlight the Eagles, press A, L, L, Y
'76 Steelers—Highlight the Steelers, press L, A, Y, B, R
'68 Rams—Highlight the Rams, press B, A, R, L, Y
'81 Chargers—Highlight the Chargers, press A, Y, R, B, A, L, L
'84 49ers—Highlight the 49ers, press B, A, Y, A, R, Y, A
'78 Seahawks—Highlight the Seahawks, press A, L, A, R
'79 Buccaneers—Highlight the Buccaneers, press Y, A, R, R
'82 Redskins—Highlight the Redskins, press L, Y, B, R, L
NFLPA Free Agents—Highlight the Panthers, press L, Y, B, R, A, R, Y
Tiburon Gotcha—Highlight the Jaguars, press A, Y, B, A, B, Y
EA Sports—Highlight the All-Madden team, press B, A, L, L, SELECT.
15-Second Quarters
To play a super-short game with just one minute on the clock, go to the "Game Setup" menu and highlight the "Quarter Len" option, then press Y, A, Y, A, R on either Controller 1 or 2. The quarter length will be set to a mere 15 seconds
Super Bowl Win Screen
To see a sneak preview of the victory ending that appears when you win the Super Bowl, go to the "Game Setup" menu and press A, Y, A, Y, L.

MADDEN NFL '95

Expansion Teams
Before you begin a new game, go to the Game Setup screen and highlight either the Home or Visiting Team options. Press L, R, L, R, and A to play as the Jaguars or L, R, L, R, and Y to play as the Panthers.

MECHWARRIOR 3050

Stage Passwords
Choose "Options" from the title screen, then select the Password entry screen and enter any of the following codes to start at different stages.
Mission 1—BMBRMN
Mission 2—6SC816
Mission 3—B1GBND
Mission 4—FSPRNG
Mission 5—YHWX11
Unlimited Ammo
Enter the password M1R0G3; you'll automatically return to the title screen. Now start a game, and you'll find that your ammunition is never used up.
Invincibility
You must first enter each of the five mission passwords shown above as well as the "Unlimited Ammo" password, after entering each one, return to the password entry screen again and put in the next one. Once all of those passwords have been registered, return to the password menu a seventh time and enter the code MKWFLL. Now start a game, and you'll see that your 'mech's health meter will never register any damage.
Play as an Enemy Mech
Turn the game on and wait for the Tiburon Entertainment logo to appear. When it does, press Down on the D-pad, then A, then X. Next, go to the password entry screen and input the code XTRM3K. You'll be taken to a secret menu screen where you can choose to play the game as any of six different enemy mechs instead of the default MadCat.

MICKEY MANIA

Stage Select
At the Sound Test menu, set the Music to "Beanstalk 1" and the SFX to "Extra Try." Now highlight the EXIT option and hold the L button on top of Controller 1 for about seven seconds, you'll hear a jingle. Now you'll get a level-select menu when you start the game.

MIGHTY MORPHIN POWER RANGERS

Passwords
3847—Level 2
S113—Level 3
3904—Level 4
1970—Level 5
B624—Level 6
2S96—Level 7
0411—Two Player Battle #1
1007—Two-Player Battle #2
1212—Two Player Battle #3

MIGHTY MORPHIN POWER RANGERS THE FIGHTING EDITION

Boss Code
To play as Ivan Ooze, choose the game's Fighting Mode. At the character-select screen, highlight any fighter, hold the X and Y buttons down and press START. Both players can use this code to play Ooze vs. Ooze battles.

MIGHTY MORPHIN POWER RANGERS THE MOVIE

Power-Up Code
At the title screen, press Up, Down, Left, Right, X, B, Y, A; the screen will flash if you've entered the code correctly. Now start the game and you'll see that you will start each level with your Power Ranger suit on instead of having to pick up the lightning bolt icons to earn it.

MORTAL KOMBAT

Fatalities
When the screen says "Finish him!", quickly enter the code shown below for your character. If you can't get it to work, you may be standing too close or too far away, so experiment with different distances.
Liu Kang—Down, Back, Up, Forward, Down
Johnny Cage—Forward, Forward, Forward, Y
Kano—Back, Down, Forward, B
Rayden—Forward, Back, Back, Back, Y
Sub-Zero—Forward, Down, Forward, Y
Sonya—Forward, Forward, Back, Back, R (Block)
Scorpion—Up, Up (easier if you hold Block)
Secret Boss
To find the secret character, Reptile, you must play in one-player mode until you reach the stage called "The Pit." During this battle, you must win two perfect rounds (a "Double Flawless" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninja, Reptile.

MORTAL KOMBAT II

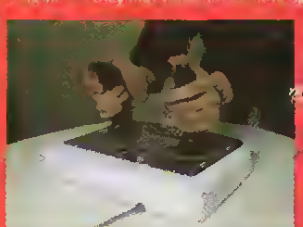
Endurance Mode
At the Start/Option screen, hold the L and R buttons on top of the controller and press START. You'll get a new set-up screen that says "Choose Your Fighters." Both players can choose four characters with which to fight, you can even choose the same four characters. Press SELECT to have the computer pick four characters at random. Once the eight fighters have been chosen, press START to begin the match, a two-player elimination battle.
Secret Introduction
Hold the L and R buttons on top of Controller 1 while turning on your Super NES with *Mortal Kombat II* plugged in. Continue to hold the buttons down until the Acclaim logo appears. You'll see a special intro.
Note: Each of the following special codes must be entered *quickly* at the character-select screen.
Near Invincibility + 1-Hit Opponent "Danger" Mode
Quickly press Down, Up, Right, Up, Left+SELECT at the character-select screen.
30 Credits
Quickly press Left, Up, Right, Down, Left+SELECT at the character-select screen. Repeat whenever necessary to refill your credits.
Extra Fatality Time
Quickly press Up, Up, Left, Up, Down+SELECT at the character-select screen. You'll have 15 seconds to do a fatality instead of the usual five-second limit.
Go Directly to Shao Kahn
Quickly press Right, Up, Up, Right, Left+SELECT at the character-select screen.
Go Directly to Kintaro
Quickly press Up, Down, Down, Right, Right+SELECT at the character-select screen.
Go Directly to Smoke
Quickly press Up, Left, Up, Up, Right+SELECT at the character-select screen.
Go Directly to Jade
Quickly press Up, Down, Down, Left, Right+SELECT at the character-select screen.
Go Directly to Noob Saibot
Quickly press Left, Up, Down, Down, Right+SELECT at the character-select screen.
Disable Throws
Immediately after choosing your characters in two-player mode, hold Down and HIGH PUNCH on both controllers until the match begins.

MORTAL KOMBAT 3

Play as Smoke
At the copyright screen that appears when you first turn the game on, hold Left and A. When the Williams logo appears, release the buttons and hold Right and B. When the words "There is no knowledge that is not power" appear, release the buttons and hold X and Y. Continue to hold the buttons until the *MK3* logo appears; Smoke will walk into the screen and you'll hear Shao Kahn say, "Outstanding!" Smoke is now a playable character in the one- and two-player modes.
Tournament Mode
At the main menu, highlight "Start", hold the L and R buttons and press START. This takes you to a hidden character-select screen in which both players can choose up to eight fighters for an Endurance match. Hold Up and press START for a random selection of all eight characters.
Sound Test
At the main menu, press A, Y, B, X. This adds a "Sound Test" option to the menu, allowing you to hear all of the music and effects in the game.
"Kool Stuff" Menu
At the main menu, press Up, Up, Down, Down, Left, Right, A, B, A. This adds a new option called "Kool Stuff". Here you can disable the timer, disable the fatality time limit, play the secret shooter game, pick any stage, enable a "Pause" feature and see the ending credits.
"Kooler Stuff" Menu
At the main menu, press SELECT, A, B, Right, Left, Down, Down, Up, Up. This adds a new option called "Kooler Stuff". Here you can get extra continues, change the amount of energy you have or the amount of damage you do or activate Smoke, among other cheats. You can also activate Motaro as a playable character (only in two-player games.)
"Scott's Stuff" Menu
At the main menu, press X, B, A, Y, Up, Left, Down, Right, Down. This adds a new

Virtual On Twin Stick

Fans of Sega's *Virtual On* are very happy with the Saturn version of this arcade smash, but they may have noticed the option to use a joystick or control pad. The joystick being referred to is the special *Virtual On* Twin Stick that was widely available in Japan, but is only available in America through Sega direct. This is due to the popularity of the game in Japan where Sega is quite intend to sell a ton of sticks as opposed to the cult following in America. Well, at least they made it available anyway.
Limited Availability
$54.95
Sega Direct: 1(800) SEGA-SALES







"But what about my Activator and Menacer?" Quit whining; the *Virtual On* stick is different from those failed peripherals in several different ways. Most significantly, it's not meant for future games; it's made for *Virtual On*, see? Totally decadent. Besides, ten years from now, collectors will be paying big bucks for this thing.

option called "Scott's Stuff". Here you can activate Shao Kahn as a playable character (only in two-player mode) and enable many of the "vs screen" codes, including disabling throws, blocks, sweeps and/or combos. There's also a "Hyper Fighting" mode and a slot machine to help you find more "vs screen" codes.

MR. DO!

99 Lives

When the Universal logo appears at the beginning of the game, press **Left** eight times. When the game starts, you'll have 99 lives in reserve.

Stage Select

When the Universal logo appears, press **Down** eight times. When the main menu appears, you'll find a stage select option; press **Left** or **Right** to choose your starting stage number.

Change Title

When the Universal logo appears at the beginning of the game, press **Up** eight times. When the title screen appears, it will say "Mr Du!"

NBA HANGTIME

Team Photo

Enter your name as "FUNCOM" with the pin number 1993 to see a photo of the design team that converted *NBA Hangtime* for the Super NES.

Secret Power-Ups

Each of these codes should be entered at the "Tonight's Matchup" screen just before the game starts.

No Tag Arrow—Press **Left, Left, B, R**

Rooftop Court—Press **Left, Left+Y, Left Left+Y**

City Court—Press **Down+B, Down, Down+A, Down, Down+X, Down, Down+Y, Down**

Jungle Court—Press **L, R, SELECT, START, Up, Down, A, B, Y, X**

Grand Champion Demo—Press **START, Y, Right, A, B, Up, START, Up, Down, Down, START, L, A, Down, Down**

Unlimited Turbo, Hyper Speed, Max Block, Max Speed, Fast Pass—Press **Up, Right, Down, Left, START, A, B, Y, X, SELECT**

Computer Assistance Off—Press **Right, Right+B, Right, Right+B**

In addition to the above codes, the following power-ups can be activated by using the A, B and C buttons to change the numbers at the bottom of the screen as follows:

Tournament Mode—111
Fast Pass—120
Stealth Turbo—273
Max Speed—284
Unlimited Turbo—461
No Pushing—390
Hyper Speed—552
Max Block—616
Max Steal Ability—709
Max Power—802
Goaltending Allowed—937

NBA JAM

Secret Power-Ups

The following cheats—when performed at the pregame screen that says "Tonight's Match Up"—will give you different power-ups and interesting effects.

Shot Percentage Indicator: Press **A**, then press and hold **A, B** and **Down** until the tip-off.

"Juice Mode": Press **A**, then press and hold **B** and **X** until the tip-off.

Power-Up Intercept: Rotate the **D-pad** 360° and press the **B** button 15 times.

Power-Up Defense: Press **A** four times, then press it again and hold it down until the tip-off.

Power-Up Turbo: Press **A** 13 times, then press and hold **A, B** and **Y** until the tip-off.

Power-Up Fire: Press **B** seven times, then press and hold **B, Y** and **Up** until the tip-off.

Power-Up Dunks: Rotate the D-pad 360° and press the **B** button 13 times.

NBA JAM TOURNAMENT EDITION

Secret Power-Ups

Each of these power-up codes should be performed at the "Tonight's Match-Up screen just before the tip-off.

Display Shot Percentage: **Up, Up, Down, Down, B**

Quick Hands: **Left, Left, Left, Left, A, Right**

Max Power: **Right, Right, Left, Right, B, B, Right**

Powerup Goaltending: **Right, Up, Down, Right, Down, Up**

Powerup Fire: **Down, Right, Right, B, A, Left**

Powerup Turbo: **B, B, B, A, Down, Down, Up, Left**

Powerup Offense: **A, B, Up, A, B, Up, Down**

Powerup 3-Pointers: **Up, Down, Left, Right, Left, Down, Up**

Powerup Dunks: **Left, Right, A, B, B, A**

Powerup Push: **Down, Right, A, B, A, Right, Down**

Push One Opponent and Both Fall: **Up, Up, Up, Up, Left, Left, Left, Left, A, A**

Push One Opponent and Only Teammate Falls: **Up, Up, Up, Up, Left, Left, Left, Left, A, B**

Teleport Pass: **Up, Right, Right, Left, A, Down, Left, Left, Right, B**

High Shots: **Up, Down, Up, Down, Right, Up, A, A, A, A, Down**

Speed Up: **Up, Up, Up, Up, Left, Left, Left, Left, B, A**

Slippery Court: **A, A, A, A, A, Right, Right, Right, Right, Right**

PINOCCHIO

Refill Energy

Whenever you're low on energy during the game, press **START** to pause, then press **Right, Left, X, X, X, Up, Down**. When you unpause, you'll see that your energy has been maxed out.

50 Lives

At the main menu—the one that says Start/Options—press **B, Up, B, B, L, Y**. When you start the game, your life counter will show "9", but you really have 50 lives.

Stage Select

At the main menu—the one that says Start/Options—press **L, Up, X, Up, R, Y, START**. A stage-select menu will appear. Choose a stage with the **D-pad**, then press **START** to go there.

PRIMAL RAGE

Secret Cheat Menu

At the main menu—while the words "START/OPTIONS/CREDITS" are on the screen—press **Left, Left, Left, Right, Right, Left, Left, Right, Right, Right, Left, Right**. A new menu item called "CHEATS" will appear.

PRINCE OF PERSIA 2

Passwords

Level 2—C F G K L K
Level 3—D F F K L K
Level 4—F G C K L K
Level 5—G G M J C K
Level 6—H G F H R H
Level 7—J G B H N H
Level 8—K H H G C H
Level 9—L H H G D H
Level 10—M H L D J F

REALM

Invincibility/Stage Skip

At the Start/Options screen, press **Up + R + X + B + START** simultaneously and continue to hold them down until the screen goes black. When the game starts, you'll have infinite health; you can also skip to the next stage at any time by pressing **SELECT + START** simultaneously.

STREET FIGHTER ALPHA 2

Play as "Classic" Chun-Li

At the character-select screen, highlight Chun-Li; hold the **START** button for at least three seconds, then press any button to choose her before releasing **START**. You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*; now her fireball is a "charged" move.

SUPER MARIO WORLD 2: YOSHI'S ISLAND

Bonus Stage Menu

At the map screen, hold the **SELECT** button and press **X, X, Y, B, A**. A top-secret menu of bonus games will appear, including a pair of two-player games.

TECMO SUPER BOWL III: FINAL EDITION

Hall of Fame Players

It's not easy to do, but if you can win three Super Bowls in a row without skipping a game, then start the fourth season with the Trade Mode on, you'll find some super talented Hall of Fame players in the Free Agent pool, they'll be the ones with no names, just a team name and number.

TETRIS ATTACK

Speed Code

When you first turn the game on and you hear "Nintendo!", quickly press **B, A, L, L**. You'll hear a signal to confirm the code. Now the game plays faster. With this code in place, Speed Level "1" is the same, but the speed scale has been adjusted so that the highest setting of "99" is roughly 25% faster than the "99" setting without the speed code in place.

Play as the Bosses

Start a two-player game and choose "Time Trial" or "Vs." mode. When the character-select screen appears, hold the **L** and **R** buttons on both controllers. The game's four bosses will appear as playable characters.

Extra Hard Mode

Start a one-player game in "Vs." mode. When the "Set Level" screen appears, highlight "Hard", hold **Up** on the D-pad and the **L** button and press **A** or **START**; the bottom half of the screen should turn red to confirm that you are now playing in Extra Hard mode.

TOY STORY

Invincibility + Stage Skip

In the game's first level ("That Old Army Game"), walk to the right until you reach the rubber ball that's next to the chest of drawers with the bucket of army men on it. Jump on the ball and gently tap to the right to land on the *bottom* drawer. When you're standing on the bottom drawer, hold **Down** on the D-pad for about six seconds. You'll see Woody's health star begin to spin in the upper left corner of the screen, indicating that you are now invincible for the rest of the game. With this code in place, you can also skip any stage as follows: Simply hit **START** during the game, then press the **SELECT** button while the game is paused. You'll be warped instantly to the end of the current stage.

ULTIMATE MORTAL KOMBAT 3

Tournament Mode

At the main menu, highlight the word "Start", hold the **L** and **R** buttons on top of the controller and press **START**. This takes you to a hidden character-select screen in which both players can choose up to eight fighters for an Endurance match. Hold **Up** and press **START** for a random selection of all eight characters.

Play as Human Smoke

Choose Smoke at the character-select screen, then press and hold **High Punch + High Kick + Block + Run** and point the D-pad away from your opponent (**Left** for Player **1**, **Right** for Player **2**.) When the fight begins, Smoke will change into Human Smoke.

WAR 3010

Passwords

Secret Checkers Game—C H C K R S
Secret Chess Game—C H C K M T
Secret Invaders Game—Z N X N V R

YOGI BEAR

Stage Select

At the title screen, press **Up, Right, Down, Left, Y, B, Up, Right, Down, Left, B, Y, Up, Right, Down**.

ZOMBIES ATE MY NEIGHBORS

Bonus Level Password

Enter the password "**BCDF**" to find a hidden level with a 1-Up and a powerful Martian Bubble Blaster.







Hey, Super NES fans! Did you checkout our tips for Donkey Kong Country 3? There are some pretty cool codes, including the ability to start with 50 lives, access a sound test and more. You can even change the color of Kiddy Kong's jammies...aww, ain't that cute? There may be a few more secrets hidden in the game; if you find any others, you'll read about 'em right here!

Arcade tips

AREA 51

Alien Mode

Shoot the first three humans you see without hitting anything else, you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence

GUNBLADE N.Y.

Special Attacks

• During the third and fourth stages of the Difficult course, shoot the androids' feet to knock them in the water; they will blow up on contact

• After you defeat the boss character in the third stage of the Difficult course, he will run away. While he's retreating, shoot the oil drums and explosive boxes around him, if you do this, the boss at the end of the fourth stage will be partially destroyed when he appears.

Multiple Endings

• If you don't destroy the Missile Carrier truck at the end of the second stage in the Difficult course, your superior officer will hit you.

• If you finish either course without continuing, a group of butterflies will fly by.

• If you pull on the machine gun levers during the ending scene on the Easy course, a giant dragonfly will fly by. If you do this during the Difficult course ending scene, a submarine or a large shark will follow the ship

INDY 500

Frith View

To access a secret fifth camera view, switch to the fourth view during the race, then press any two **View Change** buttons simultaneously

Mirror Mode

Hold the red **Zoom In** button while pressing **START** to begin your game. All of the track graphics and text will be flopped horizontally.

Mirror Mode + Power Steering

Hold both **Zoom** buttons while pressing **START** to begin your game. You'll be playing in "Mirror mode" and the steering wheel will turn more freely.

Note: The following tricks will only work on the "Twin Type" Indy 500 machines, not on the deluxe "DX" models.

Backwards Tracks

Hold the shift lever **Down** while starting a game. You'll be driving on the track in the opposite direction. **Note** that in a multiplayer game, the direction of the track is determined by the majority rule, that is, if you try this code in a multiplayer game, it won't work unless the majority of the players hold the shift lever **Down**

Drive the Pace Car

After choosing a course—but before the race starts—step on the **Brake** and simultaneously press the **START** button, you'll be driving the Mustang pace car.

Vs. Pace Cars

After choosing a course—but before the race starts—step on the **Brake** and simultaneously push the shift lever **Up**. This will change your opponents' cars to pace cars. Note that in a multiplayer game, this will only change the appearance of the cars which are controlled by your game board.

Front View

To see your car from front to back, switch to the third or fourth views during the race, then press the **START** and both **View Change** buttons simultaneously

Position Markers

Hold the **START** button when changing views to make the cars' position numbers appear above the cars

Trailer Tricks

At the Transmission Select screen, step on the **Brake** to close the door of the trailer that carries your car, or hit the **Gas** to watch the car come out of the trailer

Bird Trick

When driving on the "Highland Raceway" track in "Backwards Track" mode (see above), a flock of birds will cling to your car. If you immediately make a **U-turn** and drive in the opposite direction, the birds will stick with you for the rest of the game

KILLER INSTINCT 2

Play as Gargos

At the character select screen, point the joystick **Up** and hold it there while pressing the following buttons: **FIERCE PUNCH, MEDIUM PUNCH, MEDIUM KICK, FIERCE KICK, MEDIUM PUNCH, QUICK PUNCH, QUICK KICK, MEDIUM KICK**. If you've entered the code correctly, Gargos will appear as a playable character next to Maya

LAST BRONX

Weird Weapons

At the character-select screen, press the **START** button 13 times, then choose your character. This gives your fighter a special "funny" weapon: Zaimoku fights with a frozen tuna, Yusaku gets a toy train, Joe has corn, Lisa gets a soup spoon and spatula, Tommy fights with a cleaning brush, Yoko gets a folding umbrella, Kurosawa has a fan and Nagi gets a spoon and fork.

MAXX TI SUPER BIKE

Sheep Mode

At the Transmission Select screen, press **SHIFT UP, SHIFT UP, SHIFT DOWN, SHIFT DOWN**, lean the bike full **Left**, lean full **Right**, squeeze the **Brake** and **Accelerate**. If you've entered this sequence correctly, you'll be riding a sheep instead of a bike, and the other racers will be sheep, too.

Time Trial Mode

At the Course Select screen, hold the **Brake** while choosing your course. You'll be racing in Time Trial mode, competing for the fastest lap time

NINJA MASTER'S

Boss Code

Player 1 side: At the character-select screen, highlight Kamui, then press **Left, Down, Left, Up, Left, Down, Left, Up, Right, Down, Right, Up**, the cursor should be on Unzen. Now press **C + D** simultaneously to complete the code, the bosses' picture boxes will appear on the screen.

Player 2 side: Highlight Sasuke, then press **Right, Down, Right, Up, Right, Down, Right, Up, Left, Down, Left, Up**, the cursor should be on Unzen. Now press **C + D** simultaneously to complete the code,

Time Attack Mode

At the character-select screen, highlight Kamui, then press **Down, Left, Up, Left, Down, Left, Up, Left, Down, Right, Right, Right, Right, Up**. Now with the cursor back on Kamui, press **C + D** simultaneously to complete the code, then choose your character. This code works in a one-player game only, it gives you a timer in place of the win counter above your energy bar and keeps track of Time Attack stats, look for totals at the end of each battle.

SOUL EDGE

Boss Code

If your local arcade operator is too cheap to get the *Soul Edge Ver. II* upgrade, you can still play as the boss character, Hwang, on the original machine with the following trick. Insert your coins or tokens, then press **START** and continue to hold it through the rest of the code. With Mitsurugi highlighted, press **Up, Down**. Move the cursor to Taki and press **Up, Up, Down, Down**, then move to Rock and press **Down, Up, Down, Up**. You'll hear a jingle to confirm the code; now press **Left** to find Hwang. To get Hwang on the Player 2 side, start with Ziegfried, then go to Li Long and Voldo

STREET FIGHTER ALPHA 2

Hidden Characters

The following tricks should be performed at the character-select screen

Evil Ryu: Highlight Ryu, hold **START** for one second, then release. Now press **Right, Up, Down, Left**. Now press and hold **START** again for one second, while holding **START**, press any two **PUNCH** or **KICK** buttons. If you do this correctly, you'll see that Ryu's skin tone is darker than usual. "Evil Ryu" has Akuma's teleports, some new combo possibilities and the Super Moves of Akuma and Ken.

Classic Chun-Li: Highlight Chun-Li, hold the **START** button for at least four seconds, then press any action button to select her before you release **START**. "Classic Chun-Li" looks and plays like she did in *Super Street Fighter II Turbo*, remember that her fireball is now a "charged" move.

Classic Dhalsim: Highlight Dhalsim and hold **START**. Now press **Left, Down, Right, Up**, then press any action button to select "Classic Dhalsim"

Classic Zangief: Highlight Zangief and hold **START**. Now press **Down, Left, Left, Left, Left, Up, Up, Right, Right, Right, Right, Down**, then press any action button to select "Classic Zangief"

SUPER PUZZLE FIGHTER II TURBO

Play As Akuma

Player 1 side: At the character-select screen, highlight Ryu and hold the **START** button, you must continue to hold **START** for the rest of the sequence. Move the cursor **Down, Left, Down, Left, Down**, Left, **Down, Left**, and continue to hold the joystick **Left** at this last step. While still holding START and **Left**, press an action button. Akuma will appear as your character.

Player 2 side: At the character-select screen, highlight Ken and hold the **START** button, you must continue to hold **START** for the rest of the sequence. Move the cursor **Down, Right, Down, Right, Down, Right, Down, Right**, and continue to hold the joystick **Right** at this last step. While still holding **START** and **Right**, press an action button. Akuma will appear as your character.

Play As Dan

At the character select screen, highlight Ryu (on the Player 1 side) or Ken (Player 2 side) and hold the **START** button, continue to hold **START** for the rest of the sequence. Press **Down** 14 times, then press an action button. Dan will appear as your character.

Play As Devilot

Follow the instructions for playing as Dan (above), but watch the timer countdown. After pressing **Down** 14 times, you must press an action button at the exact instant when the timer reads 10 seconds. If you've done this correctly, Devilot will appear as your character

TIME CRISIS

Extra Life

If you score direct hits on 10 enemies in a row, a life icon will start to become visible to the right of the time display. If you continue to hit enemies without missing, the icon will become clearer and clearer, when you reach 40 direct hits in a row, you earn an extra life. If you miss just one shot, the icon disappears and you have to start over.

VIRTUA FIGHTER 3

Alternate Costume Select

At the character-select screen, highlight the character you wish to select, hold **START** and press any button to choose that character's alternate costume

Winning Pose Select

When you win a match, you can select a specific winning pose by holding down the hold **PUNCH, KICK, GUARD** or **DODGE** button; each one corresponds to a different pose. Some characters—like Pai—have more than four victory poses, and each fighter has a special pose and saying which only appear after a "perfect" victory.

VIRTUAL ON

Special Moves

With the exception of Apharmd's Rear Attack, the following special moves can only be performed when your weapons gauge is full.

Temjin's Gliding Ram: While in the air, push both sticks **Forward** and press both triggers.

Viper II's S.L.C. Dive: While in the air, push both sticks **Forward** and press both triggers.

Dorkas' Mega Spin Hammer: Turn to the **Right** and press both triggers

Apharmd's Rear Attack: When in close to your opponent, jump, then push the joysticks **Forward** diagonally and press both triggers

X-MEN VS. STREET FIGHTER

Play as Akuma

At the character-select screen, highlight Magneto, Juggernaut, Dhalsim or M. Bison and press **Up**, Akuma's picture box will appear.

Play as Alpha Chun-Li

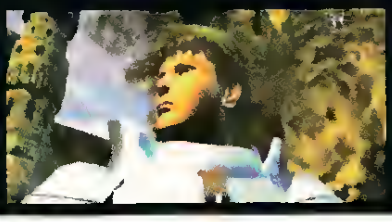
At the character-select screen, highlight Chun-Li, hold the **START** button and press any action button to choose Chun-Li in her *Street Fighter Alpha* costume.

Random Select

Hold the joystick diagonally in the **Up/Left** (↖) or **Up/Right** (↗) direction for three seconds. The cursor will begin to cycle through the different characters, just press an action button to choose your character. **Note:** If you pick a character, then use the random select feature for your second character, the cursor will skip the first fighter you chose. However, you can use the *Alpha* Chun-Li code to create a team of two Chun-Lis as follows: Choose the *Alpha* Chun-Li as described above, then use the random select trick and press a button at the exact moment when the cursor passes over Chun-Li. You'll get the *XSF* Chun-Li teamed up with the *Alpha* version. They look different, but they have the same moves.

SOUL BLADE TOURNAMENT

The good folks at Namco recently held a tournament for gaming magazine journalists to promote the release of their new PlayStation fighting game *Soul Blade* (You may remember this game in the arcades as *Soul Edge*). The fighting was fierce; representatives from *Game Informer, GamePro, EGM, PS Extreme, Ultra Game Players* and (the mighty) *Tips & Tricks* fought it out man-to-man.





In one of his last official acts as a member of our editorial staff, Wataru Maruyama represented *Tips & Tricks* using Sophitia as his character of choice. Other characters used by the competitors included Taki (Scary Larry), Mitsurugi (Roger Burchill) and Li Long (Ben Cureton and Zach Meston).



ADVENTURE ISLAND
Stage Select
At the title screen, after Higgins gets hit by the coconut, press **Right, Left, Right, Left, A, B, A, B** to access a "World Select Mode" menu.
Power-Ups
At the title screen, enter **0894** as your password and select OK. You will have 99 of each item.

ATOMIC PUNK
Password
Stage 50—B 0 M N D P B L 3 N C 8 3 L 2 H 2 D J J

BATTLE ARENA TOSHINDEN
Text Debug Mode
When the Takara logo appears at the start of the game, press **B, A, Left, Right, B, A, Down, Up, B, A**. You'll hear a signal to confirm the code and you'll be sent to a secret menu where you can read all of the text that appears in the game.
Boss Code
After the Takara logo disappears at the start of the game, a picture of Ellis will appear. When you see her, press **Up, Down, A, B, Right, Left, A, B**. You'll hear a signal to confirm the code, now when you start the game, you'll have four additional characters to choose from: the bosses Uranus, Sho, Gaia and Gaia II.

BATTLETOADS IN RAGNAROK'S WORLD
Five Extra Toads
At the title screen, hold **Down, A** and **B**, then press **START**. You'll start the game with five lives instead of three.

BUBBLE BOBBLE
Password
Round 100—K Z 5 J

BUBBLE BOBBLE PART 2
Stage Select
Enter ▶ 5 ▶ V as your password, then press the **START** button. A stage select menu will appear on the title screen.

CHASE H.Q.
Stage Select
At the title screen, hold **Down, A** and **B** and press **START**. Use the **A** and **B** buttons to change your starting stage.

COLLEGE SLAM
Power Up Codes
Perform each of the following cheats at the "Tonight's Match-Up" screen.
Shot Percentage display: Press **Down, B, Up, Up** and **Down**.
Powerup 3-Pointers: Press **Down, Up, Up, Down, Left, Right, Left**.

CONTRA: THE ALIEN WARS
Stage Skip
Enter the password H2F2, then start the game. When you want to skip a stage, press **START**, instead of activating the "pause" feature, you'll be warped to the next stage.

DAEDALIAN OPUS
Stage Select
Enter the password "ZEAL" to access a stage-select menu.

DRAGONHEART
Passwords
Stage 2—B C D L S T
Stage 3—D C L T S B
Stage 4—L C T B S D
Stage 5—C B L S B T
Stage 6—T T S C D C
Stage 7—S D C D T S
Stage 8—B V D V S C

FIST OF THE NORTH STAR
Password
Last Stage—X K P 7 2 Q N V H R J G U S

THE HUNT FOR RED OCTOBER
Stage Select
At the title screen, press **B, SELECT, Left, Right, START** to access a "Starting World" menu.
Start With 25 Missiles
At the map screen, while your course is being shown, hold **A + B** and press **Up**. Down to start that stage with extra missiles.
Start With 25 Subs
At the map screen, while your course is being shown, hold **A + B** and press **SELECT, Up, Down** to start that stage with extra submarines.

IRON MAN/X-O MANOWAR IN HEAVY METAL
Passwords
Stage 1—T Y C K P Q
Stage 2—T J Y P D F
Stage 3—Z X C V B M
Stage 4—K D Z C P L
Stage 5—M G H Q Z S
Stage 6—S P L H R J
Stage 7—Y P M B C K
Stage 8—S D W Z C M
Stage 9—D P W M Q Z
Stage 10—L K L P D X
Stage 11—X C 5 Q S S
Stage 12—M P Q P R Y
Stage 13—J K R T S C
Stage 14—D X C M G H
Stage 15—L P J K H X

JUDGE DREDD
Stage Select
At the title screen, press **A, Left, Right, Left, Right, B**, then press **START**. A stage-select menu will appear.

THE JUNGLE BOOK
Cheat Menu
Press **SELECT** to access the options menu, then highlight the Music/Effects test and listen to the following sounds in order: 40, 30, 20, 19, 18, 17, 16 and 15. A top-secret cheat menu will appear.

JURASSIC PARK
Stage Skip
When the title screen fades and the T-Rex opens his mouth, press **Up, Down, Left, Up, Down, Right** and **SELECT**. Repeat the whole sequence again, then press **START** to begin. Anytime during the game, hold **START**, then press **SELECT** to skip to the next stage.

KILLER INSTINCT
Boss Code
Choose a character, then, at the match-up screen before the fight starts, hold **Right** on the D-pad and quickly press **SELECT, START, B, A**.

THE LEGEND OF ZELDA: LINK'S AWAKENING
Exploding Arrows
At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving exploding arrows.
Boomerang Trick
Stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

THE LION KING
Stage Skip
At any time during the game, press **START** to pause, then quickly press **B, A, A, B, A, A**. You'll immediately skip to the next stage.

MEGA MAN IN DR. WILY'S REVENGE
Passwords
Cut Man defeated—A1, B3, C4, D3, D4
Elec Man defeated—A2, A4, B3, **D1, D2**
Ice Man defeated—A1, A2, B2, B3, D4
Fire Man defeated—A1, B1, B2, C4, D2
Fire Man and Cut Man defeated—A2, B2, C3, D1, D3
Fire Man, Cut Man and Elec Man defeated—A3, B2, B3, B4, C4
Dr. Wily's Castle—A2, A3, B4, C2, C3

MORTAL KOMBAT
Play as Goro
First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words **"THE END"** to appear. Point the control pad to the **Upper Left** position and hold it there, and hold the **SELECT** and **A** buttons as well. Continue to hold those buttons down until the screen fades and the words **"ENTER YOUR INITIALS"** appear on the screen. Next, input your initials and press **A**. When the the high score table appears, press **START**, you'll get a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of *Mortal Kombat* where you play as Goro and all of your opponents have been given new names.

NBA JAM
Power-Up Codes
Each of the following codes must be entered at the "Tonight's Match-Up" screen before the tip-off.
Juice Mode—Tap any button 14 times, then hold **A** and **B** until the tip-off.
Power Up Dunks—Tap any button ten times then hold **Down** and **A** until the tip off.
Power Up Fire—Tap any button seven times, then hold **Down** and **Left** on the D-pad until the tip-off.
Power-Up Turbo—Tap any button 15 times, then hold **Up** and **B** until the tip-off.

NBA JAM TOURNAMENT EDITION
Power Up Codes
Each of the following codes must be entered at the "Tonight's Match-Up" screen before the tip-off.
Quick Hands—**Left, Left, Left, Left, A, Right**
High Shots—**Up, Down, Up, Down, Right, Up, A, A, A, A, Down**
Slippery Court—**A, A, A, A, A, Right, Right, Right, Right, Right, Right**
Display Shot Percentage—**Up, Up, Down, Down, B**
Power-Up 3-Pointers—**Up, Down, Left, Right, Left, Down, Up**
Power-Up Goaltending—**Right, Up, Down, Right, Down, Up**
Power-Up Dunks—**Left, Right, A, B, B, A**
Power-Up Fire—**Down, Right, Right, B, A, Left**
Max Power—**Right, Right, Left, Right, B, B, Right**
Powerup Offense—**A, B, Up, A, B, Up, Down**
Powerup Push—**Down, Right, A, B, A, Right, Down**
Powerup Turbo—**B, B, B, A, Down, Down, Up, Left**
Powerup Speed—**Up** four times, **Left** four times **B, A**

POCAHONTAS
Passwords
Stage 2—K P G X H 4 T B
Stage 3—C M Q Z B 6 R 1
Stage 4—J W D L E 7 K 5
Stage 5—T G N D X 3 V 9
Stage 6—H F S B D 2 M 6
Stage 7—Q Z J R L 1 W 4
Stage 8—B P X C V 7 Z 3
Colors of the Wind—5 D **L F T** B G 2
Stage 9—R W H J X 9 Z S
Stage 10—M V N G B 4 C 6
Stage 11—K C Q T D 3 W 1
Stage 12—T B P R G 5 H B
Stage 13—Q F C M X 2 B 9
Stage 14—V D H K S 6 L 7
Stage 15—B N J H Z 1 R 9

SAMURAI SHODOWN
Secret Characters
To get three secret characters, press the **SELECT** button three times while Haohmaru is shown in the opening demo.

STAR TREK
Shortcut Through Hyperspace
If you're in trouble and can't wait for a warp to open up, hold down the **SELECT** button and press **Left** to take a shortcut through hyperspace. You can only do this once in each level.

STAR TREK: THE NEXT GENERATION
Mission Select
Enter the cheat code **"OVERRIDE"** at the password screen. When Picard appears to send you on a mission, you can choose different assignments by pressing **Up** on the **D** pad.

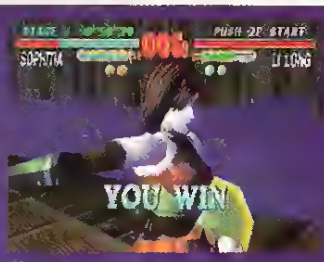
TETRIS
Start at Higher Levels
Hold **Down** on the D-pad while turning the Game Boy on and hold it until the game starts. When you choose a starting level, you'll begin 10 levels higher than the one you chose.

TETRIS BLAST
"Fight 2" Mode
At the title screen, press **B** five times. Then press **START**, and the "Fight 2" Mode option will appear. You'll fight against all of the bosses.
Level Passwords
Stage 5—K C W G L L H K
Stage 10—Y G C P D D H L
Stage 15—L X W T B M M B
Stage 20—T T G H P M J 8

WARIO BLAST
One-Player Game
To play as Wario enter the password **2264**. To play Bomberman enter the password **4622**. At the beginning of the game you will begin at Level 1-1 but will have all of the Power-Ups that you normally earn throughout the game.

WARIO LAND: SUPER MARIO LAND 3
Change Game Stats
Pause the game and press **SELECT** 16 times. A cursor will appear in the lower left corner. Hold **A** and **B**, then press **Left** or **Right** to move the cursor. Press **Up** or **Down** to change the numbers.

WORLD HEROES 2 JET
Boss Code
When the Takara logo appears, press **Right, Left, A, B**, and **Up**. Now you can play as the boss "Jet" Code.
At the title screen, press **Up, Up, SELECT, A, Down, Down, SELECT, B**. Now the gameplay is twice as fast.



After many grueling matches, Wataru eventually advanced to the championship match against Ben of Dimension Publishing. (Not to cry "ringer" or anything, but isn't this guy a co-author of an official Namco-endorsed *Tekken 2* strategy guide?) This was a truly great battle, with Wat claiming the second place prize of two very cool Namco PlayStation joysticks. (Ben came out with a TV.) It was a fair match and Wat grudgingly conceded the winner's skills. All of the contestants got cool jackets and had a great time. *Soul Blade* is an awesome game that every PlayStation owner should check out.



Here's Wat claiming his booty.



Former *T&T* contributor Zach "Freelance Weasel" Meston showed up in his cool Pac-Man T-shirt, but it didn't help his *Soul Blade* skills.

TIPS & TRICKS SELECT GAMES

Pick it!

The elite "*Tips & Tricks* Pick" is given to those select few games that are highly recommended by the *T&T* staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks, these are our favorites!



Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of "Select Games" is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!

STREET FIGHTER III: NEW GENERATION

arcade

Capcom • Available Now

Six years after the release of *Street Fighter II*, the long-awaited *Street Fighter II* has finally arrived in the arcades. Only Ryu and Ken have returned for the new chapter, the nine remaining selectable characters are brand new fighters just waiting for players to discover their abilities. The new game uses Capcom's new CPS III hardware configuration, proprietary 32-bit technology that makes use of a CD-ROM drive to store the thousands of frames of character animation. According to Capcom, Ryu's fireball attack is now illustrated with 14 frames of animation; this same attack used just four frames in *Street Fighter II*. The gameplay has also been revamped; there are no air counters or air blocking, but a new "parry" system allows players to break out of a blocking position by pressing Forward on the joystick, deflecting an opponent's attack. Players may only choose one Super attack prior to the fight at a "Super Arts Select" screen; the possible match-ups should make for some very interesting strategic possibilities. This game is a lock for an upcoming *Tips & Tricks* strategy guide; watch for it!

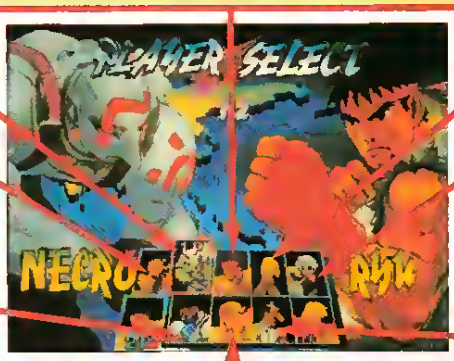


The long-standing friendship/rivalry between Ryu and Ken continues; looks like that Hurricane Kick has left Ryu open for a groin-crunching uppercut from the man whose name means "Fist"!

"Cyberpunk" NECRO is a Russian fighter whose body has been enhanced with robotics.

Born and raised in Brazil, SEAN is a student of Ken's fighting style.

ORO is a one-armed hermit, a 140-year-old mystical creature who lives in the Amazon rqain forest.



A Japanese high school student, IBUKI has studied the art of Ninja all her life.

The daughter of a great African tribal leader, ELENA fights with the Capoera style, which emphazises powerful legs.

Studly DUDLEY is a heavyweight boxer from Britain who grew up in an affluent family and became a boxer in college.

YUN and YAN are twin Kung Fu masters from Hong Kong. Select Yun, a rollerskater, with any PUNCH button, or press a KICK button to select Yan, who prefers rollerblades.

ALEX is a tough guy from Manhattan, fighting to avenge the mysterious death of his trainer.









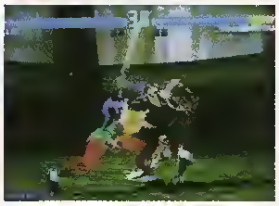
TEKKEN 3

Namco • 3/97

Hot on the heels of Capcom's third *Street Fighter* game comes this sharp-looking sequel in the *Tekken* series—at least Namco is not afraid of the number 3! Not much information is available about the new King of Iron Fist Tournament; it's another polygon fighter with motion-captured animation, but the names and descriptions of any new characters were strictly under wraps at press time. Returning fighters include Lei, Law, Yoshimitsu, King and Paul, and the early screen shots we've seen feature a character named Jin who looks a heck of a lot like Kazuya. Stay tuned for further updates...







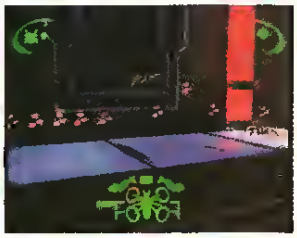


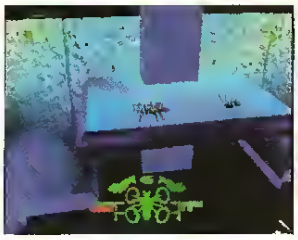
SPIDER

BMG Interactive • 2/97

If you suffer from arachnophobia, you'll definitely get the creeps the first time you see this game's main character crawling around—it's a cybernetic tarantula with the ability to fire tiny missiles and blast enemies with a miniature flamethrower. You must guide the creature through a series of *Mission: Impossible*-style adventures that take place in laboratories, factories and through the city sewers. If you run out of weapons, you have the ability to attack with your fangs; otherwise, you do have other spiderlike powers, including the ability to walk on walls and ceilings as well as hanging and swinging from webs. Developed by Boss Game Studios.







...does whatever a spider can...Spins a web, any size...

CRYPT KILLER

Konami • 2/97







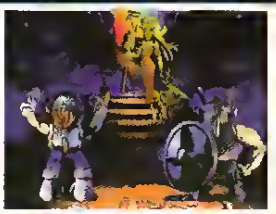
Unlike Konami's 2-D *Lethal Enforcers* games, this strange shoot-'em-up is a Virtua Cop-style 3-D polygon gun game. You travel through ancient crypts and caves, shooting at ghouls, reanimated corpses and sword-wielding skeletons that look like they stepped out of a Ray Harryhausen movie. One or two players compete with control pads or light guns like Konami's flourescent green Justifier, and you do it all under the tutelage of a really, really freaky giant polygon head that comes out to talk to you and give you tips between stages.

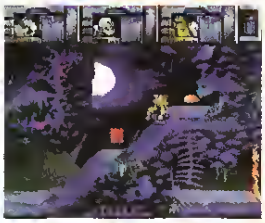


NORSE BY NORSEWEST: THE RETURN OF THE LOST VIKINGS

Interplay • 2/97

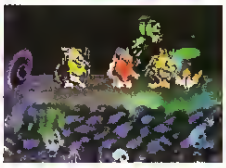
The return of the Lost Vikings—Erik, Baelog and Olaf—will be good news to those who remember their antics in the 16-bit world. Developed by Beam Software, Norse by Norsewest—bad puns and all—plays like a more action-oriented version of Lemmings. Each of the Vikings must exploit his special skills to solve puzzles and find ways to advance through the game and track down the evil alien Tomator. With all of the storage space a CD has to offer, the Saturn upgrades the Lost Vikings saga to include 3-D backgrounds and digital CD audio.











VR BASEBALL '97

VR Sports • 5/97

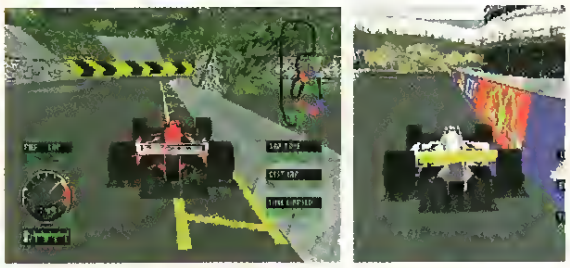
The long-delayed *VR Baseball* will be available in time for the 1997 baseball season. We don't have all of the details yet, but it is a polygon-based simulation with motion-captured player animation, and it's been described as "fully licensed", which means real teams and parks (courtesy of Major League Baseball) and real player names and likenesses (courtesy of the league's Players Association.)



ANDRETTI RACING

EA Sports • Available Now

A Saturn conversion of the PlayStation game released in December, *Andretti Racing* offers both Formula 1 and Stock car racing over 16 different tracks. Developed with the full cooperation of the world-renowned racing family of Mario, Michael and Jeff Andretti, the game also features pre-race analysis by Fox Sports' James Brown as well as full in-game commentary. A split-screen option is available for two-player competition.

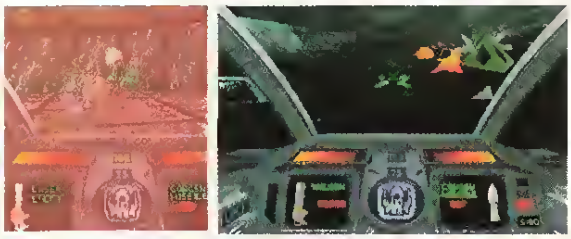


DESCENT MAXIMUM

Interplay • 3/97

TIPS & TRICKS PICK

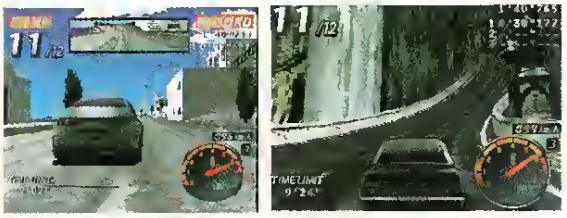
Developed by Descent creators Parralax Software, this custom edition features 36 all-new never-before-seen levels across six brand new worlds. New enemies include a "Thief-Bot" that tracks you and tries to steal one of your 20 different weapons, and a new "togglebeam" power-up will allow you to see into the deepest tunnels and hallways. Two players can compete on separate screens with a Link Cable option, and the game also supports Sony's recently announced PlayStation Analog Joystick.



RAGE RACER

Namco • 4/97

Ridge Racer, Rave Racer, Rage Racer... they're all driving games from Namco and they all kick butt. The biggest differences between this new racer and the available Ridge Racer games is in the selection of vehicles and the variety of tracks available. Instead of a group of cars with a few hidden ones, *Rage Racer* makes you earn new and different vehicles as part of the normal gameplay, and the length of the new courses—as well as the radical differences between them—should keep racing fans occupied for longer periods of time.



GRID RUNNER

Virgin • Available Now

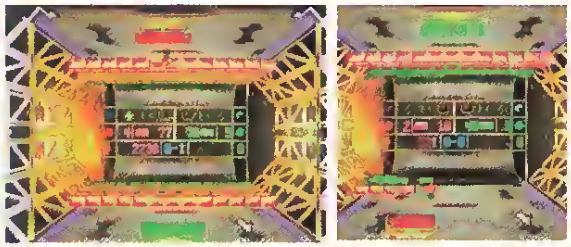
Developed by Radical Entertainment, *Grid Runner* plays like a futuristic version of Capture the Flag in which you can thwart your enemies with mines and special weapons including a "slow ray". 57 rounds include 15 different types of monster opponents, or there are 28 randomly-selected rounds available for two-player action.



BREAKOUT 2000

Telegames • Available Now

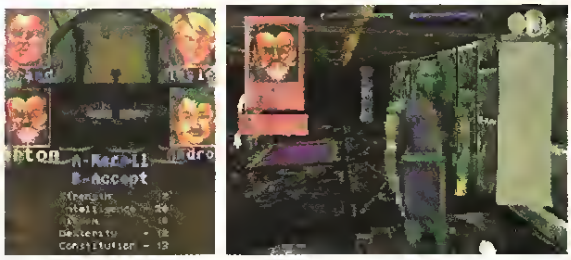
Shocking, incredible, but all too true. There are two new Jaguar games on the market! Telegames of Texas, the very first Jaguar third-party publisher, is now the very *last* Jaguar third-party publisher. *Breakout 2000* continues in the grand tradition of *Tempest 2000* and *Defender 2000* by upgrading the vintage arcade game with Jaguar-style colors, graphics and a techno soundtrack. "Classic Breakout" is also included as an option for the nostalgic gamer.



TOWERS II: PLIGHT OF THE STARGAZER

Telegames • Available Now

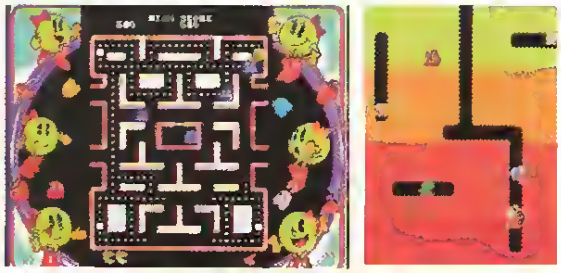
Telegames' other new Jaguar cartridge is this first-person role-playing game, the first of its kind for the misunderstood Jaguar system. *Towers II* takes adventurers to the mystical land of Lamini and allows them to play as one of four different characters. For information on ordering *Towers II* or *Breakout 2000*, contact Telegames at (972) 228-0690 and tell them you read about them in *Tips & Tricks*!



NAMCO MUSEUM VOL. 3

Namco • 2/97

The third release in Namco's *Museum* series features six classic arcade games: *Galaxian*, *Pole Position II*, *Phozon*, *Ms. Pac-Man*, *Dig Dug* and *The Tower of Druaga*. Each of these is a vintage arcade game in Japan, but you may not be familiar with all of them; *Phozon* (a spacey puzzle-type game) and *Druaga* (a rudimentary RPG/adventure) are particularly obscure.



NAMCO MUSEUM VOL. 4

Namco • 5/97

The fourth release in Namco's *Museum* series features five more classic arcade games: *Genpei Tourmaden*, *Pac-Land*, *Ordyne*, *The Return of Ishtar* and *Assault*. This package will be particularly interesting to fans of the TurboGrafx-16 game system; both *Ordyne* and *Pac-Land* appeared on that system, and the TG-16 game *Samurai-Ghost* was a conversion of the sequel to the original *Genpei Tourmaden*. The rotating screen effects of *Assault* still seem revolutionary.



PEAK PERFORMANCE

Atlus • 3/97

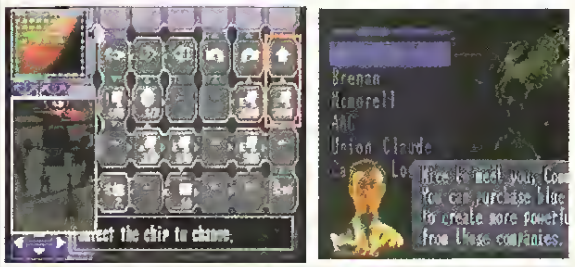
This game originated as a PlayStation conversion of Atlus' Saturn racing game High Velocity, but it has gained much more variety in its options. The play control is in the vein of Namco's Ridge Racer, but there's a much greater variety of vehicles to choose from and they are fully rendered with intricate detail, right down to the little polygon guys in the driver's seats who can be seen depressing the pedals and shifting gears.



CARNAGE HEART

Sony • Available Now

A sophisticated robot-battle game, *Carnage Heart* combines strategy-game elements with all of the action that a 360° 3-D rendered Gouraud-shaded environment can provide. Players can create mechs based on four types of mech-arm bodies, nine weapon types and a nearly limitless combination of moves and special functions. In addition to all of the shooting and exploring, you must also cinch arms deals, organize production lines and prepare battle plans.



TIME CRISIS

Namco • 6/97

Namco had informally announced that it would not produce home versions of deluxe arcade games like *Alpine Racer, Alpine Surfer* and *Prop Cycle*—citing the need for the coin-op industry to have special, exclusive titles to bring players into the arcades—so fans of this *Virtua Cop*-style shoot-'em-up were wondering if its unique fott pedal set-up would keep it away from the PlayStation. Fear not, it's on the way—though there's no word on how the game will handle the ducking/standing functions that the foot pedal provided.



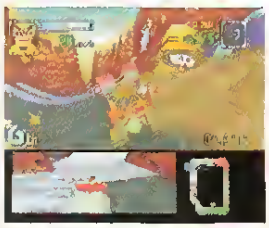


MEGA MAN BATTLE & CHASE

Capcom • 4/97

Hey, if the Power Rangers can have their own *Mario Kart* game, why not Mega Man? We recently got an early peek at the Japanese version of this racing game in development, and it features all of the crazy worlds and characters you'd expect from a Mega Man title. Mega Man's vehicle is Rush, of course—transformed into a sleek race car—and his weapon is a plasma beam. Other racers have powers that reflect their skills in the Mega Man series—like Guts Man, who can throw giant boulders at opponents who get in his way.





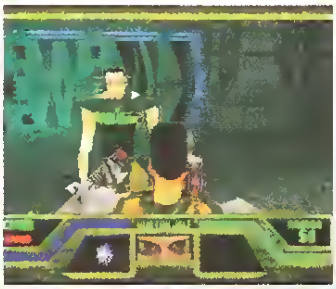
BROKEN HELIX

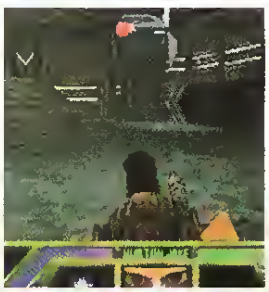
Konami • 4/97

This semi-first-person adventure game combines the corridor shooting of *Doom* with the cinematic qualities and voice acting of a Hollywood action movie. 70 cinema sequences set up and expand the storyline, which can take different twists and turns depending on the paths you take as well as the way you treat the aliens, scientists, marines and mutants you encounter. Do you question the alien or blow him away? Are you patient with the shaken scientist or do you tersely try to work him for more information? You'll search for different objects (key cards, armor, etc.) and equip yourself with several different types of weapons as you unravel the game's mysterious plot.

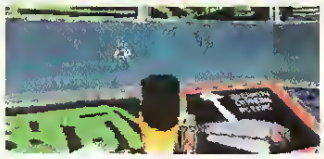








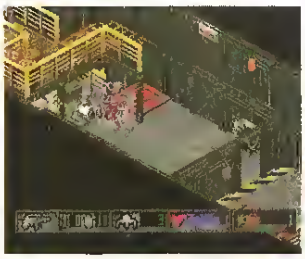




CRUSADER: NO REMORSE

Origin • Available Now

A conversion of the popular computer title, *Crusader: No Remorse* is a mission-based action game in which you battle 3-D-rendered opponents, win the loyalty of your rebel comrades and solve puzzles that prevent you from advancing through the game's storyline. Over a dozen missions are included, with smooth-scrolling terrain and special effects like transparent walls that represent enhancements over the original PC version.

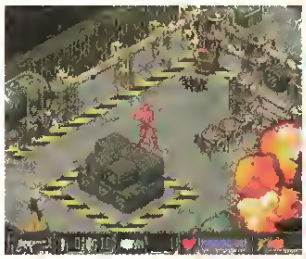




CRUSADER: NO REMORSE

Origin • Available Now

Like the aforementioned Saturn version, *Crusader: No Remorse* offers highly detailed graphics and special weapons that did not appear in the original PC game, including the new JL-2 Purifier mass driver, which liquifies opponents into heaps of flesh. The PlayStation and Saturn versions also include gruesome new death scenes, advanced fighting tactics and streamlined mission updates from the Rebel base.



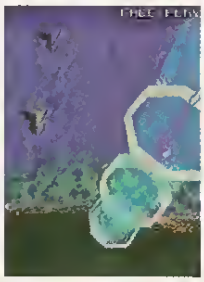


XEVIOUS 3-D

Namco • 4/97

Available in Japan since '96, this intense first-person update of Namco's classic *Xevious* shoot-'em-up uses polygons to render the enemy ships, tanks and terrain of the original game. If you've played the arcade version, you know what to expect; if you haven't, think of a sleeker version of *StarBlade*, but with real-time rendered environments and lots more blasting laser-fire.





BUSTER BROS. COLLECTION

Capcom • 2/97

Announced over a year ago, this extremely playable action game is a treat for fans of obscure but extremely addicting arcade games. Three versions of the harpoon-the-baloon arcade game *Buster Bros.* are included, and we're not even sure if all three of them made it into American arcades. A two-player cooperative option is included, which will be a relief to those who missed this feature in the Super NES *Super Buster Bros.* cartridge.





WCW VS. THE WORLD

T•HQ • 4/97

Developed by Asmik in Japan, this polygon-rendered wrestling game includes a whopping 52 combatants, each of whom has his own signature attacks and grapples. Among the participants are real-life WCW stars Sting, Lex Luger, Ric Flair and the Steiner brothers. Over 10 arenas are available in one-player, two-player or tournament modes, and there's plenty of action outside of the ring, too.

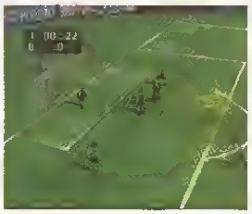




FIFA SOCCER 97

EA Sports • 3/97

This upgrade to EA's fantastic *FIFA Soccer* series has a serious contender in Sega's own *Worldwide Soccer '97*, we'll see which one we're still playing when the '98 versions roll around. The Saturn *FIFA* uses all of the Saturn controller's buttons to activate suce interesting options as one-timers and rainbow kicks. 11 official regional leagues are featured, and the weather set-up allows you to make the playing conditions drenched, damp, dry or hot. You also have the ability to change the size of the pitch and practice different strategies for each.





Other New Game News...

• Upcoming Neo•Geo games include *Waku Waku 7* (a freaky new fighting game from Sunsoft that features characters from the company's *Galaxy Force* game) and *Real Bout Special*, a new vehicle for Fatal Fury fighters like Mai, Duck King, Franco Bash, Wolfgang Krauser and the Bogard boys.

• Atlus is currently negotiating for the rights to release the RPG/adventure game *Ogre Battle* for the PlayStation in America. The Super NES version received great critical acclaim, but it was released in very limited quantities; hopefully, the PlayStation version will have a chance to reach a much wider audience.

• In addition to the two titles pictured in this issue's *Select Games*, Telegames has announced that it will continue to publish new Jaguar titles for the forseeable future—despite the fact that Atari itself has discontinued all support of the Jaguar. Due soon are *Zero 5* (a futuristic space shooter) and *WORMS*, a conversion of the PlayStation and Saturn strategy game. More surprising is Telegames announcement of two upcoming titles for the Jaguar CD, a hardware platform that has perhaps the smallest installed base in video-game history. The new CD titles are *World Tour Racing* (a Grand Prix-style racing game) and *Iron Soldier 2*, a sequel to the giant-robot cartridge game released by Atari in 1994.

• We're still waiting for news of an American release date for *Fighters Megamix*, an incredible Saturn game that features fighters from both *Virtua Fighter 2* and *Fighting Vipers*. Released just before the end of '96, the game has freaked out Japanese players with its unbelievable array of secret fighters, including characters from *Sonic the Fighters*, *Virtua Fighter Kids*, *Virtua Cop 2* and even Daytona USA. Yes, you can actually fight as the car from Daytona, and you've never laughed as hard as you will when you see an automobile standing up, punching and kicking people with its tires!

GAME GENIE

Codes for use with Galoob's Game Genie Video Game Enhancers

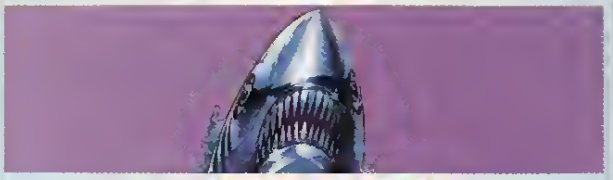
SUPER NES

Super Star Wars: The Empire Strikes Back

6DE9-47AF—Infinite thermal detonators
6D23-47F9—Start with all force abilities
C229-14F9—Elevation & Freeze don't drain force bar
DDCC-1DDA—Saber control doesn't drain force bar
C22F-C7F9—Mind Control, Slow, Deflect and Invisible don't drain force bar
C238-C70F—Infinite lives
7421-C465—Continue with 51 lives on Easy
1721-C7D5—Start with 100 lives on Brave
1721-C76S—Continue with 100 lives on Jedi
4C25-CDD5—Start with more health on Easy
7D2S-CDD5—Start with much more health on Easy
0025-CDD5—Start with maximum health on Easy
4C25-CD65—Start with more health on Brave
7D2S-CD65—Start with much more health on Brave
002S-CD65—Start with maximum health on Brave
483F-376F—Almost invincible--except spikes (works for enemy too)
C229-4DD1—Infinite continues
0020-CF2F—Tauntaun starts with more health than usual
622C-47D0—Start with Flame gun (first life only)
C238-CD6F—Keep gun power-ups after dying
D4B1-3DD4—Shield power-ups last longer
D781-3DD4—Shield power-ups last much longer
DEB1-3DD4—Shield power-ups last a very long time
D6B4-37A4—Health sword power-ups add 2x as much
FD84-37A4—Health sword power-ups add 4x as much
1D8B-3764—Force orbs add 2x as much
EE8B-3764—Force orbs fill force bar
002B-C465—Small hearts heal completely on Easy
002B-C7D5—Small hearts heal completely on Brave
002B-C765—Small hearts heal completely on Jedi
DCBD-3D04—Big hearts heal completely
D369-17D7 + DC69-1707—Start on Hoth 3-D level
F469-17D7 + DD69-1707—Start on Asteroids level
DA69-1707—Start on level 3-1
D369-17D7 + FC69-1707—Start on Cloud City 3-D level
F169-1707—Start on Darth Vader level

Super Star Wars: Return of the Jedi

F682-C7B1—Start with 25 lives
C230-CF0F—Infinite lives
18BD-C703 + EEBD-C763 + EEBD-C7A3—Finish the first level almost instantly
CB8E-3D21 + DE8E-3FF1 + DD8E-3F91—Start with about 1/4 energy
CBBE-3D21 + FD8E-3FF1 + DD8E-3F91—Start with about 1/2 energy
C234-34AA—Infinite Force power when you use the Force Saber
CB6E-4704—Always have shield
C222-3769—Once you have thermal detonator you keep it (switch off to use Force power)
C2B1-3DB9—Infinite Force power when you use the Freeze Force



GAME SHARK

Codes for use with Interact Game Products' Game Shark Video Game Enhancers

PLAYSTATION

Andretti Racing

801E835C-A36D + 801E8360-C9AE + 801E8374-0111–Qualify in first place

NFL GameDay '97

800CA0S0-0000–Away Team Scores 0
800CA04C-0000–Home Team Scores 0

NHL Open Ice

800SE706-0000–Away Team Scores 0
800SE6FE-0000–Home Team Scores 0

Ridge Racer Revolution

801DC9C8-0707–Course Select
8007C43A-000C–Race As Black Car

Star Wars: Dark Forces

800950B2-FFFF–Assault Cannon
8009S112-03E7–Assault Cannon Ammo
8009510C-03E7–Infinite Cells
8009S11A-03E7–Infinite Shells
80010018-000F–Level Select
800950AE-FFFF–Stouker Concussion Rifle

Star Wars: Rebel Assault II

800C07CC-1000–Infinite Armor

Soviet Strike

8004C1F0-0000–Infinite Ammo
8002D83C-0000 + 8002D83E-0000 + 8004C1F2-0000–Infinite Fuel

Tecmo's Deception

800A3868-FFFF–Infinite Gold
800A37E2-6464–Infinite Health
800A3860-FFFF–Infinite MP

WipeOut XL

801FE4AC-0100–Piranha Team
801FE4D2-0001–Track Select

SATURN

Batman Forever

F6000914-C30S + B6002800-0000–Master Code
1608806A-0014–Infinite Health, Player 1

Black Dawn

F6000914-C30S + B6002800-0000–Master Code
102B9630-0064–Infinite Missiles
102B9634-0064–Infinite Napalm
102B9632-0064–Infinite Rockets
102B9636-0064–Infinite TAC

Hyper 3-D Pinball

F6000914-C305 + B6002800-0000–Master Code
1604F37A-0001–Infinite Balls

Machine Head

F6000914-C305 + B6002800-0000–Master Code
160BE4F6-00FA–Infinite Flamethrower
160BE4FE-000A–Infinite Homing Missiles
160BE4FA-0014–Infinite Missiles

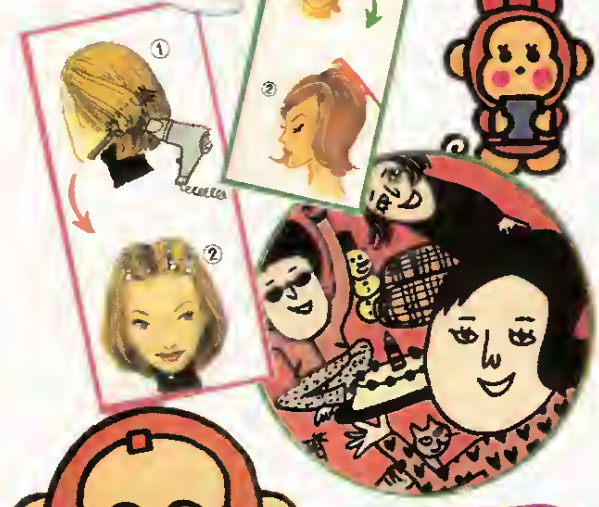
NBA JAM Extreme

F6000914-C305 + B6002800-0000–Master Code
1602E44A-0000–Away Team Scores 0

NFL '97

F6000914-C305 + B6002800-0000–Master Code
1609SA8A-0000–Home Team Scores 0
1609SA96-0000–Home Team Scores 0








TO HELL WITH YOU.
DOOM 64
Only the N64 could handle this game.
MATURE
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AGES 17+
CONTENT RATED BY ESRB
NINTENDO 64
MIDWAY
www.midway.com
CREATED BY id



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